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Monterey, California. Naval Postgraduate School

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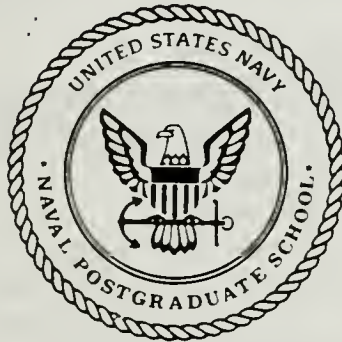






# NAVAL POSTGRADUATE SCHOOL

## Monterey, California



# THESIS

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DESIGN AND IMPLEMENTATION OF THE PMS  
MODULE FOR "ARGOS"

by  
Dionisios G. Antonopoulos  
and  
Henry V. Turner

December 1989

Thesis Advisor:

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Design and Implementation of the PMS Module  
for "Argos"

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the degree of

**MASTER OF SCIENCE IN COMPUTER SCIENCE**

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**December 1989**

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## ABSTRACT

Argos is a prototype multimedia database, developed as a Battle Group Commander's assesment tool and a shipboard data management tool. The ultimate goal of Argos is to provide database support for the "Paperless Ship" Navy. This thesis furthers research on Argos by analyzing, designing, and implementing a fully workable Planned Maintenance System (PMS). This implementation demonstrates both the capabilities and benefits such a system would have for the Navy.

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## I. INTRODUCTION

VADM J. Metcalf, USN (Retired), is credited with the concept of the "paperless ship" navy. He expressed the idea of eliminating all material held in paper form from the navy's ships. Today, vast amounts of paper are required in the day to day operation of the navy. This paper consists of many different types of documents and forms, including correspondence, personal records, medical records, pay records, technical manuals, and maintenance manuals. Substantial amounts of time and money are required to maintain this material, and the amount of weight and space that is taken up on ship is considerable. These resources can be put to better use for either weapons systems or to improve living conditions on board ship.

The current thinking on solving this problem revolves mostly around the transformation of information currently held in paper form to a digitized format for use with computers. However, the solutions being worked upon generally involve systems or databases that have been on the market for a while. Although many of these systems and databases are very capable, they don't necessarily provide the best solution because the technology involved is usually already outdated. For example, most databases currently in use don't allow for the integration of text and graphics. Additionally, the majority of equipment that the navy currently has is not generally suitable for presenting information in a natural form that personnel are used to seeing it in, i. e., text and graphics.

In January of 1988 a new solution was presented by two students at the Naval Post Graduate School at Monterey California. CDR B. B. Giannotti and Lt Kevin F. Duffy came up with the idea of developing a system using off the shelf equipment not usually associated with the navy [Ref. 1]. Their system, a multimedia database,

simultaneously combines the use of several media at once. The media is in the form of graphic images, text, and sound (digitally recorded and computer generated). The name of their project is Argos. The purpose of their research was to provide a prototype system that could be used both as a Battle Group Commander's assessment tool and a shipboard data management tool.

The Apple Macintosh<sup>1</sup> was chosen as the equipment for the implementation of their prototype. This Macintosh was chosen because it has the ability to present information in multiple forms, including text, graphics, and sound. This capability exists without any requirement for any special programs or modifications to its internal components. Hypercard was chosen as the development environment for the system. Hypercard's programming language, Hypertalk, uses objects, techniques, and has many of the properties found in object-oriented languages such as Lisp and SmallTalk. Hypercard developed with all users of the Macintosh in mind, supports ease of development, modular programming and reusability. One added benefit of Hypercard is that it is delivered with every Macintosh, so there is no added cost for procurement.

Giannotti and Duffy divided their prototype into six different functional areas. These included: maintenance, operations, medical, supply, and administration. Their prototype consists of the development of only the maintenance area, specifically the LM2500 gas turbine engine on a FFG-7 class ship. This opened up many of the other areas for future research, development, and implementation.

---

<sup>1</sup> Macintosh, Hypercard, and HyperTalk are registered trademarks of Apple Computer.

The purpose of this thesis is to continue development on the Argos project. The Planned Maintenance System (PMS) section of the maintenance module was the area chosen for design and implementation .

PMS is the system developed by the navy to provide each ship, department, and supervisor with the tools needed to plan, schedule, and control planned maintenance. The system, as currently implemented, provides comprehensive procedures for planned maintenance, scheduling and control of tasks, and descriptions of the methods, materials, tools, and personnel needed for maintenance. Although the Planned Maintenance System (PMS) now in use has been very effective, it is believed that there is a better way of doing it. The system has changed little from when it was first introduced into the fleet. Although computers have become an everyday part of the navy, their involvement in the day to day operation of the Planned Maintenance System is almost nonexistent. There is one notable exception to this. The navy maintains an on-line database that is a repository for the complete list of MIPs and associated MRCs for each of the class of ships in commission. However, this database is not readily available to the average PMS user and is difficult to work with. Additionally, the information presented here consists only of the written sections of the cards with no provision for the presentation of any graphics or pictures.

The Planned Maintenance System as it now stands is tedious, time consuming, and man power intensive. The prototype system, "Argos", can be extended to bring the Planned Maintenance System up to date. Using the Macintosh and Hypercard, system can be designed and implemented that will bring relief from such mundane tasks as PMS scheduling, record keeping, spot checks and accomplishment tracking.



The purpose of this thesis is to provide a complete working PMS system, usable on any ship in the fleet. Although this system will work for any ship, the information contained in the database is relevant only to the FFG-7 class of ships. This is due to the time and resource constraints placed on the development of this system. All information in the database is up to date, as the information for the cards was down-loaded directly from the navy's PMS database.

The organization of the thesis is as follows. Chapter II, the problem statement, discusses the problems found in the PMS system as it currently implemented. Chapter III is a brief discussion of Hypercard and its programming language Hypertalk. Chapter IV discusses the approach taken in, and implementation details of , the system as developed. Chapter V provides conclusions, other programming environments looked at, and recommendations for follow-on work. The appendices consists of a users manual (detailed description of system use), and Hypertalk scripts for the various stacks of the system.

## II. THE PROBLEM STATEMENT

In this day and age, computers have become a indispensable part of everyday life. They are found at almost every level of the Navy and are involved in just about every facet of Navy life. They have become integral parts of radar systems, fire control systems, and navigation systems. They are involved in payroll systems, satellite communications, ship's propulsion systems, and aircraft flight control systems. Personal computers, once a novelty item, can now be found in just about every ship's office.

Computers have been used to relieve the drudgery of every day life. They have been used to automate many of the mundane day to day tasks found throughout a ship or office. Individuals that have had the opportunity to work with computers have found out indispensable they are.

The Navy's goal for the future is to completely computerize every conceivable operation there is today. In that endeavor, the Navy has or is spending vast sums of money on research into computer systems and computer software.

Although the U. S. Navy is putting a great amount of effort and time into this goal, many operations on board ship are still being done with little or no help from computers. One such operation is the planning and scheduling of day to day maintenance on equipment found on board ship as provided through the Planned Maintenance System.

PMS is the system that was developed to provide each ship or department with the necessary tools for ensuring the maintainability of systems and equipment found on board ship. It is a system that has improved both the reliability and maintainability of the equipment. It has lead to improved levels of training of



shipboard personnel because individuals get involved with the equipment on a daily basis. Long term costs involved with the repair of equipment have also been reduced due to the Planned Maintenance System. However, PMS is not without its problems.

PMS management as it is now implemented is very manpower intensive. Considerable amounts of paper work are generated and large amounts of time are spent on jobs which are routine and could be done on a computer. Other problems of PMS include:

- In daily operations, feed back information and record keeping can barely be taken in account because of the volumes of the information that is generated.
- An integrated view of the overall PMS system for a particular division is difficult to picture.
- History logs of individual equipments are usually unavailable.
- Planning of PMS jobs is a difficult task because in order to make the best utilization of available personnel one must take into account the ship's obligations and other special scheduling requirements which may or may not be available at the department or division level.
- Comments and other information related to the PMS jobs should stay together with the job in order to help as evaluate them and take actions to improve the overall maintenance system.
- Rescheduling of jobs, that were not completed on their assigned days, is also very difficult. Other maintenance jobs completely separate from PMS must also be included in the rescheduling in order to avoid overloading of any one particular work day.
- Time is wasted each day preparing for the days work assignments. Automatic generation of the daily work schedule for an entire quarter for each work center would give us the ability to prepare early for the next days and start jobs right away each morning without wasting time on preparation.
- PMS cards can be easily lost or destroyed, especially in engineering compartments. Interested individuals are discouraged or prevented from taking cards and reading it at their own leisure. Instructions on the cards are only presented with text and diagrams that barely help the individual.

The goal of this thesis is to provide a solution to the problems encountered by maintenance personnel in the Navy. Through the use of computers, the overall Planned Maintenance System will be easier to work with. Computers will allow accessibility to all hands, which is going to lead to an improvement in both the condition of the equipment and the level of training of the personnel on board ships.

The problems for which solutions will be provided for in the design and implementation of the PMS module include the following.

Scheduling of the PMS jobs is a difficult task that up to now has been done completely by hand. Taking in consideration the various ship's obligations and activities with an equal weighing of every day's schedule is hard to do. Scheduling, as it is now done, involves little or no coordination between divisions and as a consequent of this, the fact that jobs require coordination between work centers is not taken into account. The individual preparing the schedule should have some knowledge of the ship's schedule for the next quarter, something which is not always available. The person assigning the repair maintenance jobs is usually not able to take in account the actual work load of a particular day because he doesn't have a cumulative man/hour visualization. The complete scheduling process is time consuming and very tedious, requiring the filling out of long term, quarterly, weekly and daily forms. The solution to this problem will encompass bypassing all this work and producing directly the daily schedule for each work center.

Rescheduling of the PMS jobs, though a task that is very important, is also very cumbersome. Supervisor's usually end up by rescheduling jobs that are not very important or leaving out jobs that should be rescheduled and completed as soon as possible. Not all scheduled jobs can always be done, supervisor's can end up completing jobs delayed only for a couple of days and leaving jobs delayed for

longer amounts of time to be rescheduled again. The solution to this problem will encompass the automatic rescheduling of uncompleted jobs.

Classification of PMS jobs was not available up to now. Whether a job could be done under way or at port or under other special conditions was left up to the individual's common sense and knowledge. The possibility exists for supervisor's to end up planning propeller removals during periods the ship is under way, or major repair jobs on holidays during which the required personnel wouldn't be available to complete them. Job classification should automatically be taken into account during job scheduling.

Naval ships can only carry a limited amount of copies of the PMS cards. During the performance of very long jobs, in hard to reach spaces, it is desired that the individual who completes them to have a copy of the PMS card along with him in order to perform it step by step with precision. Cards can be lost or destroyed during use. The ship as a self contained operating unit should have the capability to reproduce its own PMS cards. All the on-line PMS systems developed up to now consist only of static text for reference purposes only. The solution to this problem is to provide a system that contains the actual PMS cards. Instructions to the personnel on completing a particular job should be given on an individual basis, and although the PMS cards are very well written, the instructions are not always self explanatory to inexperienced personnel. The solution is provide for cards that are in a format that personnel are used to seeing. The cards will include diagrams, tables, extensive search capabilities, pictures showing the hard to identify parts of individual equipments, and instructive photographs of personnel doing the PMS jobs.



Historical status logs for equipments are something very hard to keep track of. Important PMS jobs should stay together with other repair jobs in a 'history card' for each piece of equipment, so that a record of equipment performance and required maintenance can be used to prevent future failures.

Data on a particular piece of equipment is hard to find, because of the various bulky volumes must be referred to in order to gather all the pertinent information.

Reports and other comparative feed back information are not easy to see in the current formats.

All notes and comments about any one PMS job should stay together with that job so that the supervisor can easily review them for evaluation purposes.

Repair parts needed for a PMS job should be easily accessible directly from the job and cumulative catalogs for all the repair parts should be generated. This will save both time and work, by having the repair parts ready and on the spot before beginning working on a PMS job.

The previously mentioned problems are by no means the only ones, but they represent the ones that are the most tedious and time consuming to do on a day to day basis.

### **III. THE PROGRAMMING ENVIRONMENT**

#### **A. BACKGROUND**

Hypercard is a completely self contained environment for the development of information software. It is a software construction set consisting of stacks, fields, buttons, cards, images, and backgrounds that can be controlled, manipulated, and programmed. It gives the user the ability to create information based software for the Macintosh without extensive programming.

Up until now, the data base management system has been the cornerstone of information management on computers. File management and relational database management are but two of these.

File management is the simplest form of database software. It allows the collection of related information into a simple file. Simple search capabilities exist, but related information contained in separate files cannot be linked together. In other words, duplication of information is inherent in this system

Relational databases are the more sophisticated form of DBMS. The relational system allows links to be developed between related information contained in different files. The capabilities of sorting, searching, and retrieving of information also exists, but information can simultaneously be retrieved from multiple files where the desired information is related. Because of this, information is not duplicated.

#### **B. HYPERCARD**

The background information on the DBMS was an important prerequisite to talking about Hypercard because the two may appear to do the same kinds of things.

Hypercard is much like the relational database management system in that it has the capability to link related information contained in different stacks. HyperCard, however, allows the delivering of information in terms that go beyond the methods found in conventional databases. There are no constraints when searching for information, because there is no predetermined path to follow to retrieve related facts about a subject. Unlike a relational database which is only capable of retrieving information, Hypercard allows the user to move between stacks as the information needs require. It goes one step farther, instead of only retrieving the desired information, Hypercard allows the user to view the full context of related information.

Hypercard allows documents and pictures to be linked through buttons, fields, and user defined commands to other documents and pictures. These links, enabled by a mouse or other input device, allow the user to instantly branch to related facts as information is needed and retrieve them .

Hypercard has three stages of user interface/interaction [Ref 2]. The first is the browsing/typing level which restricts the users to finding and entering information in existing applications. The second is the painting/authoring level which allows the user to design and produce simple applications. At this level, the design tools are available to the user to modify existing applications or create new ones. The final level is the programming level. At this level, the user can modify the performance of existing applications or create new ones from scratch. This level is built around Hypertalk.



## 1. HyperTalk

Hypertalk is Hypercard's scripting (programming) language. Its roots can be found in object oriented languages. However, it is set apart from other languages in many ways.

Hypertalk's vocabulary is much like real English. Its syntax rules are some of the most flexible found in any computer language. It is not only forgiving of things like extra spaces but also anticipates multiple ways for expressing a command. Its grammar, unlike other languages, requires no elaborate statements but instead allows the user to write scripts that are easy to understand the first time they are read. Scripts can be written to perform a variety of tasks, including information look-up, any Hypercard menu command, running another application, or retrieving information about conditions within the computer.

Hypertalk uses objects and many of the techniques like those found in object-oriented programming. Object-oriented languages start with a core of objects from which the programmer can create descendant objects. The new objects inherit some or all of the properties of the ancestors but can add some of their own. HyperTalk is also based on a set of objects consisting of buttons, fields, cards, and backgrounds that are created in Hypercard, unlike the inheritance described above, Hypercard's descendant objects are already predefined from the Hypercard object and can't be changed. Since objects are already defined, this allows for a much simpler view of how the object-oriented system works.

Hypertalk is event driven. Events are caused by the keyboard, mouse or a variety of devices. Mouseup, mousedown, opencard, idle, and quit are just a few of these events. Scripts within objects are designed to react to these events. Hypercard is based on a hierarchy of objects. Hypercard has seven different levels,

each of which corresponds to an object. When an event is received or a message signalling the event is received from an object like a button, if the button contains a script that will trap the event, then the script will be executed. If not then the event will be passed up the hierarchy of objects until it reaches a level where it is handled or is finally absorbed by the system.

HyperTalk allows a high degree of modular programming because the functionality of a stack is spread throughout the many objects that make up the stack. Each object contains just a short script to produce the desired result when effected by a user or system generated message. Modularity makes it easier to test each script when designing the interaction between various objects and it ensures that features can be added at a later time without having to rewrite or modify the entire program.

Hypertalk has many of the same features found in procedural languages such as C/Pascal, including control structures, parameter passing functions, user-defined subroutines, string manipulation commands, data structures, graphics, sound commands and disk file routines.

HyperTalk, as it stands, provides a pretty complete vocabulary. However, when Hypercard was envisioned, it was decided that if needed, the vocabulary could be extended. In other words, a programmer can extend the functionality of Hypercard through the use of outside resources. This extendibility was provided by allowing external resources in the form of external commands and functions to be added to the system as the need arose. External commands are used to provide a special purpose command or function that cannot be done with the current set of HyperTalk commands. External commands are written in a language such as Pascal, C, or assembler. The value of external commands is that they allow for unlimited extendibility of Hypercard.

## C. SUMMARY

Hypercard is not meant to replace the traditional DBMS's but as a way of enhancing the presentation of information. Hypercard can take a large database consisting of lines of text and dress it up by creating a graphical interface with controls to make accessing the information more intuitive and friendly.

Although Hypercard does have a few limitations such as having fixed size cards (this limitation is being addressed in the next version of Hypercard), its value as a programming environment can primarily be seen in that it offers an object-environment unlike any other in existence.

## **IV. IMPLEMENTATION OF THE PMS MODULE**

### **A. BACKGROUND**

In designing the PMS module, many decisions were made. The first was to provide a system that would be fully usable at the completion of the project. The second was to provide a user interface that matched as closely as possible that designed by the original architects of the Argos system. The third was that the module be usable in two different modes. The system should be usable as an integral part of Argos, accessible with little or knowledge to the user that the PMS module is a separate module from the main Argos system. The system should also be usable as a stand alone application. This decision was based on the judgement that in the day to day use of the PMS module, a typical user in maintenance would not need or actually have access to the full capabilities of the Argos system. The fourth was that the system should be password protected at all levels. It was decided that not all users of the system need have access to the full functionality of the system. A user's level of access should be based on the requirements of their position.

### **B. MODULE DESIGN**

The design of the module is based on observations seen during research into the current Planned Maintenance System. Our observations provided us with the necessary information to define in the system the functions that we deemed are necessary for a functionally operating system. First, we noted that one of the most important aspects of the current system is the database of MIP/MRC cards. The current system has a heavy reliance on the cards but does not provide an efficient



way of accessing, updating, or replacing them. Our design provides the necessary functionality to address these needs. Second, we observed that much of the work currently present in the system is being duplicated from division to division. In particular, we observed that the process of job scheduling is done at the division level when it should be done at the ship level. We felt that for scheduling to be efficient, concurrent scheduling must take place between all divisions. Our design provides the necessary functionality to address this need, ensuring that work is not duplicated. Specifically, many of the functions currently done by multiple individuals will now be taken care of by one individual, the ship's PMS coordinator. Third, we noted that many of the methods involved in maintaining records on job completion and equipment accountability need updating. Our design provides the necessary functionality to address these needs.

The PMS module was divided into two groups of stacks. Dividing the system into individual stacks ensured that as the system matured, greater functionality of the system could be appended into the system without rewriting the entire module.

The decision was made to divide the stacks into two different categories. The first are stacks that fit into the day to day operation of the system and as such provide the major functions of the system. The second are stacks that are needed to produce reports and generate new cards, but as such do not provide any other functionality to the system.

The operational group of stacks consists of the following. The PMS\_driver, Da stacks, PMS toolbox, Planning stack, PMS db, Movies db, Log db, Ship data db, Password db, and General label storage. The auxiliary group of stacks consists of the following. The Log\_report, DA\_report, MRC\_print, Mip\_printed, Comp\_report, Generic\_fld\_print, Spot checks, and Card templates.

## C. MODULE ACCESS

When the PMS module is used a part of the Argos system, two methods of accessing the module is provided. The first method is used when the user is at an upper level of the Argos system , still navigating through the ship, and has yet to descend down to one of the machinery levels. This method takes the user directly to the main driver of the module. Once at the driver level, the user has access to the full capabilities of the system, based on their access level and is presented with a list of options of which the system is capable of doing. The second method is used when the user is down at one of the machinery levels in Argos. When the user is at this level, selecting the PMS module will take the user directly to the respective MRC card for the piece of equipment that the user is currently at. If more complete access to this system is needed then the user must navigate up to one of the non-machinery levels.

When used as a stand alone application, at start-up, the user is initially at the driver level ( Figure 1) with access to the functions of the system.

## D. THE PMS MODULE

The following is a general description of the PMS module as implemented. If a more detailed description of use of the system is needed, refer to the PMS user's manual in Appendix A.

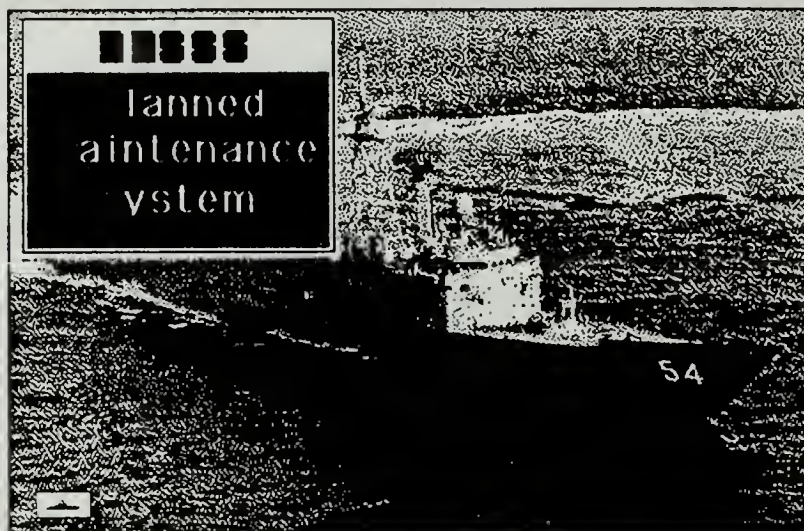
### 1. PMS\_driver

#### *a. General description*

The PMS driver (Figure 2) is the main entry point into the PMS system. It is used to control and restrict access, depending on a user's access level, to the various other stacks. The PMS\_driver provides the complete list of

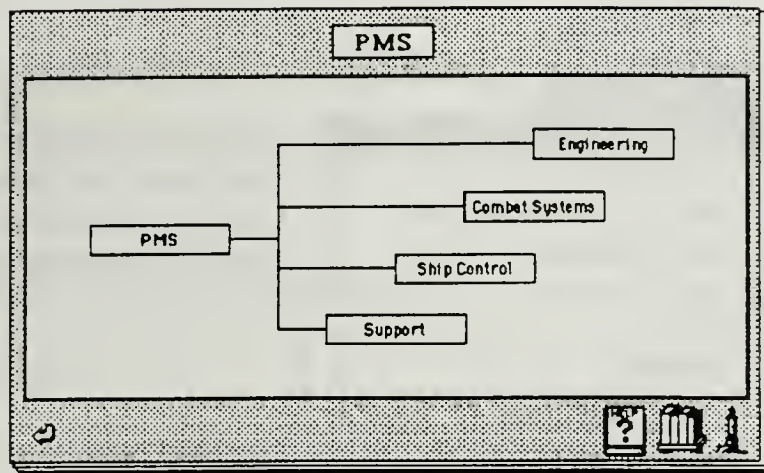


functions available to a user. Included in this operations such as viewing PMS cards, doing system spot checks and system scheduling.



**Figure 1 PMS Title Card**

One person per ship, the "SuperUser", has accessibility to the complete set of functions of the PMS module. In general, this person will normally be the PMS coordinator of the ship. The SuperUser has the responsibility of setting up each individual's access to the PMS system. Typically, an entire ship's crew should have access to the system, but access will vary according to their responsibilities and job assignment. For example, an individual who belongs to the EM01 work center should only have access to this work center. However, the engineering officer should have access to all engineering work centers. He, in turn would not have access to another division's work centers. Limiting an individual's access to the system ensures that the system is safeguarded from unwanted intrusion.



**Figure 2 PMS Driver Card**

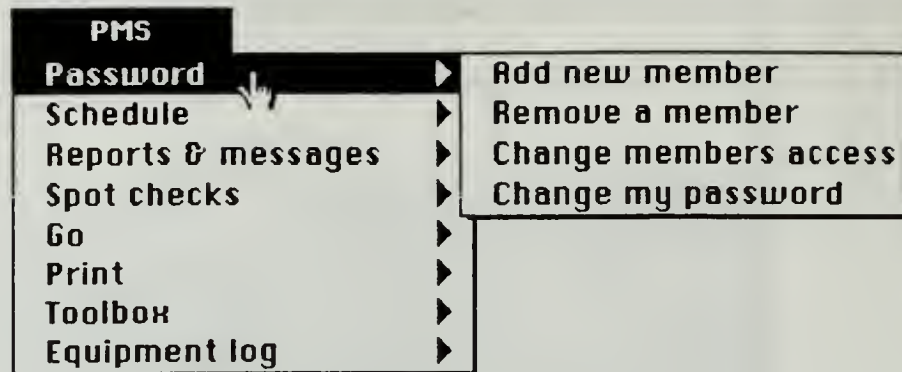
Using the PMS menu, the user can perform the various functions of the PMS system. The performance of functions at this level does not preclude these same functions being available and used separately in the various other stacks. For example, the print function for a MRC card is available both at the card level and at the driver level. This dual functionality eliminates the process of searching for individual cards and then printing it at the card level.

The division menus provide the user with access, if access is given, to the current daily activity card for the work center selected. Throughout the system, functions not available to the user appear dimmed and therefore cannot be selected.

#### ***b. The PMS menu***

The PMS menu is a two level menu system. A selection in level 1 provides additional choices that are relevant only to that particular selection.

The password choice (Figure 3) is used when setting up or changing an individual's access to the PMS module. Upon selection of this choice, the user is provided with additional selections to either add or remove a user from the system, to change their access, or to change an individual's access level.



**Figure 3 Password Selection**

The selection, Add a new member, is available only to the SuperUser of the system. Upon selection, a new entry is automatically generated in the password database. At this point the SuperUser is presented with access card for the individual to be added to the system. The SuperUser uses this card to record pertinent information on the individual and then to set access to the various functions of the system. The generic password "me" is automatically given to the individual for their initial will remain so until changed by the user.

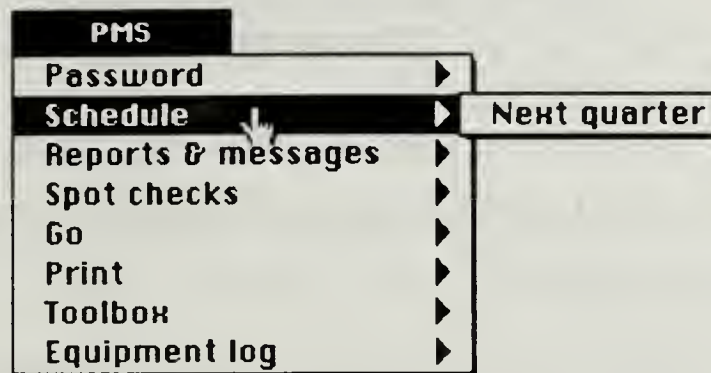
The selection, remove a member, is also only available to the SuperUser. It is used to remove a person from the system.

The selection, change member's access, is also available only to the SuperUser. It is used to change a user's access to the various functions of the system. This would be typically used in cases where there is a change in a user's responsibilities or assignment on board ship. Changing a person's access is done through the same procedure that is used for the add a member selection. After the name of the individual is entered into the system, their personal access card is shown on the screen, whereby the SuperUser can then make the necessary changes.



The selection, change my password, is available to every user that already has access to the PMS module. The user can select this choice at any time to change their password.

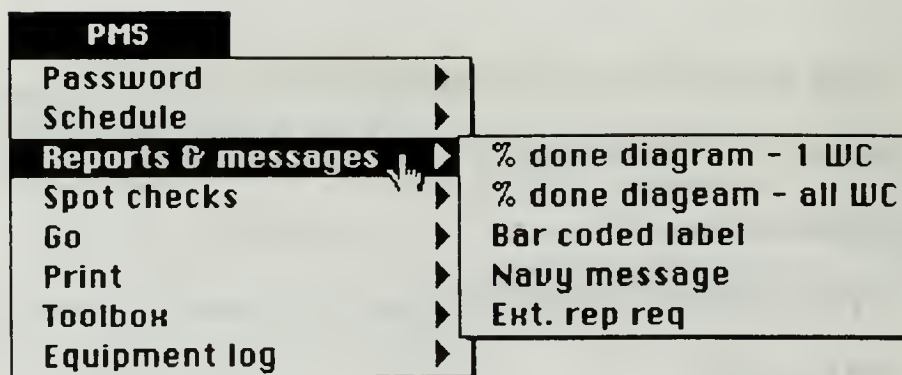
The selection, schedule (Figure 4), is used in the scheduling of the jobs for the PMS module.



**Figure 4 Schedule Selection**

The selection, next quarter, is available only to the SuperUser of the system. It is used to initiate the automatic scheduling of PMS jobs for the entire ship. When selected, a set of calendar for the next quarter is generated and is then shown, one by one, on the screen to the SuperUser. Using this calendar, the SuperUser can set up the ship's schedule for the quarter. The system takes into account the ship's status for each day of the quarter, when the scheduling is started. It uses this information when deciding whether a particular day is suitable for the assigning of PMS jobs .


The selection, reports and messages (Figure 5), is used to print reports and/or other computer generated forms. Only the most basic of forms is provided, but as the need arises, other forms can be included .



**Figure 5 Reports and Messages**

The percent done diagram selection is used to print out a report showing the percentage of PMS jobs that were completed for either one or all work centers on a particular day.

The selection, bar coded label, is used to produce a bar coded label to place on a piece of equipment that has to be removed from the ship for some reason. Specifically, if a piece of equipment has to go out for repair, be returned as destroyed, or is loaned to another ship, an accompanying label (Figure 6) is produced. It is used in identifying and tracking of all equipment on board ship.

|  |              |
|--|--------------|
| Date 11/2/89   |              |
| Ship: USS JARRETT  | Div/WC: EM01 |
| Dest: USS Stark  |              |
| Item: Buster pump rubber O - ring  |              |
| F.S N: 7658-234-9867   |              |
|  |              |
| <u>Comments</u>  |              |
| Requested during overhaul  |              |
| Out by: Lt R. Chiefengineer (Chief Engineer)   |              |

**Figure 6 Bar Coded Label**

The selection, spot check (Figure 7), allows the system to select, at random, PMS jobs that have been completed from the quarters' daily activities

cards. A spot check sheet is generated automatically for a selected work center if "For one WC" is selected or for all the ships' work centers if "For entire ship" is selected.



Figure 7 Spot Checks Selection

The selection, go (Figure 8), allows a user to directly look at either a MIP, MRC or Log card in the PMS system. This selection can be used provided the number of the MIP/MRC or the name of the piece of equipment is known. This selection bypasses the need of going to the appropriate database and performing a search.

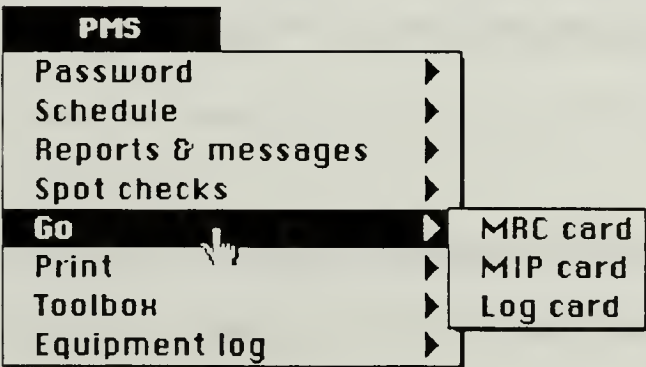
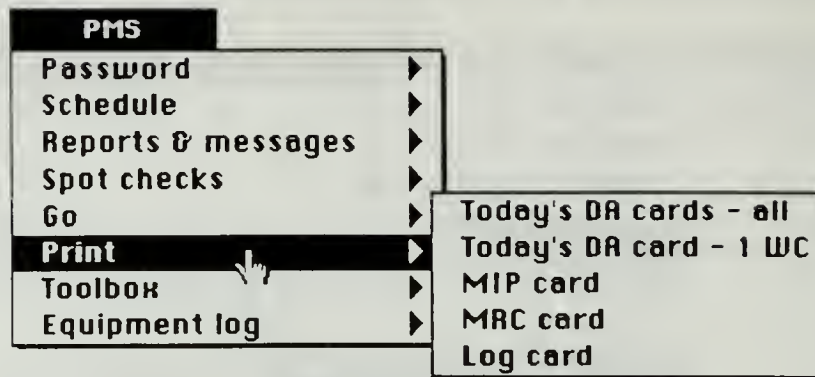


Figure 8 Go Selection

The selection, print (Figure 9), provides the user with a way of obtaining a hard copy of each of the items listed in the submenu.





**Figure 9 Print Selection**

The selections, today's DA cards-all/wc, prints out a copy of the Daily Activity cards for either one or all the work centers for the current day. This function is used at the beginning of each day, so that the division officers can pass them out to their work center supervisors. Each includes a description of the jobs that the work center has to complete that day. Prior to this function being used, automatic rescheduling of uncompleted jobs takes place. This allows the system to move forward all jobs that were not completed the previous day. This function is available only to the SuperUser.

When either "MIP card", "MRC card", or "LOG card" is selected for printing, the system follows the same procedure followed for the "Go" menu item described above.

The selection, Toolbox (Figure 10), is provided only to the SuperUser of the system. It is used to perform global operations on the PMS database. These operations consist of adding new MIP cards to the database, converting MIP/MRC text files to MIP/MRC stacks, emptying the databases, making a list of all MIP/MRC cards in the database, deleting a MIP and its corresponding MRCs from the database, and for assigning the work center responsibilities for MRCs.

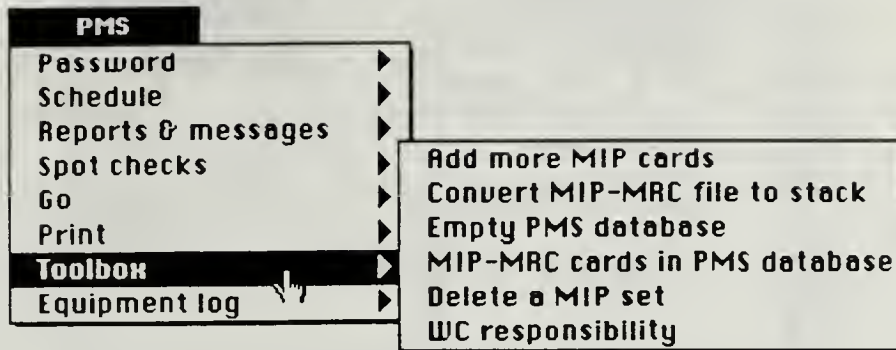


Figure 10 Tool Box Selection

The selection, equipment log (Figure 11), is available to all division officers. It provides the capability to add a new entry to the log database or remove an existing entry in cases where a piece of equipment is removed from the ship.

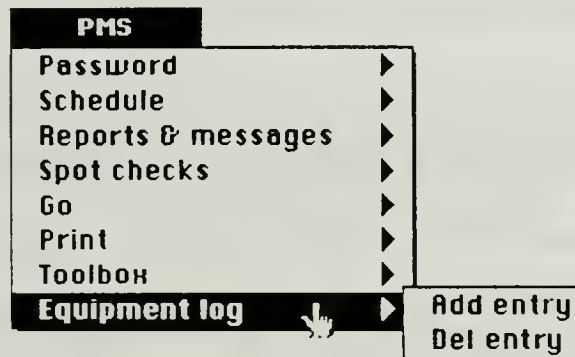
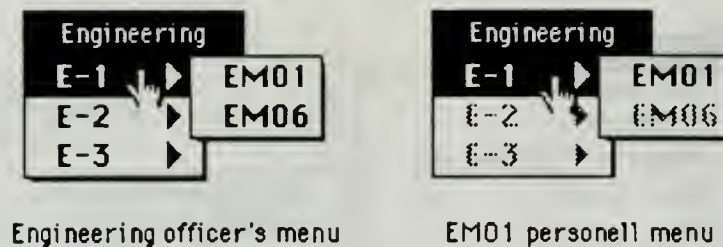


Figure 11 Equipment Log Selection

*c. The division menus*

There are four division menus. Each is divided into submenus for the various work centers. From these menus, the current daily activity card for their work center is shown. According to the access a user has, only the appropriate menus are activated. Samples (Figure 12) of the menus are shown below.



**Figure 12 Division Menus**

As shown in the diagram above, the Engineering officer has access to all engineering work centers. On the other hand, a member of one work center has access only to that work center. Menu items that appear dim cannot be selected.

## **2. The PMS Toolbox**

### ***a. General description***

The PMS Toolbox is a collection of utilities that allows the SuperUser to perform global manipulation of the PMS stack. Each card of this stack performs a single function. Instructions for using each function are provided on each card as help to the user.

The "Toolbox" stack presently consists of six tools. The set of tools is not static, but are the ones we thought most useful in the development of the PMS module. As the need arises, new tools can be added to the system.

### ***b. The PMS Toolbox Tools***

The "Add a MIP. . ." card (Figure 13), this function provides the capability of adding new or updated MIP cards and its corresponding MRC cards to the PMS database.

**Add a MIP...**

**Instructions:**

- This function takes a list of stacks and adds them to the end of the PMS database.
- 1. Type into the left field all the names of the stacks that contain your MIP cards to add if they are not already there.
- 2. Press the button.

| MIPs in  | MIPs out |
|----------|----------|
| 1501/001 | 1671/001 |
| 1651/004 | 2340/001 |
| 1651/004 |          |

**Working...**

Figure 13 Add a MIP Card

The "Convert MIP-MRC file to stack" card (Figure 14), this function provides the capability of converting PMS text files, consisting of MIPs and MRCs down loaded from the PMS database, into MIP and MRC cards.

**File To Stack**

**Instructions:**

- This function takes a text file and converts it to a stack.
- 1. All files to be converted must be in the same folder.
- 2. Press button "get text files" to select the files to be converted.
- 3. Press the button at the left.

Argos2 working files

| get text files | clear text files         |
|----------------|--------------------------|
|                | ffa007.mip4403/001-a8all |
|                | ffa007.mip4419/001-97all |
|                | ffa007.mip4461/001-b7all |

| Mips        | Ship System, Subsystem, Equipment   |
|-------------|-------------------------------------|
| 4231/001-89 | Radio Electronic Navigation Systems |
| 4461/001-87 | Security Equipment                  |
| 4501/005-89 | AN/SPA-250                          |
| 4515/554-37 | AN/SPS-55                           |
| 4524/455-69 | AN/SPS-49(V)1 2 3 4 6               |

Figure 14 File to Stack Card

The "Empty PMS database" card (Figure 15), this function provides the SuperUser with the capability to empty the entire PMS database including all MIP and MRC cards. Six empty cards, that form the templates for the addition of new cards, are the only cards left in the database. Since this function is extremely



destructive, additional check points are provided to ensure that the person requesting the execution of this function is the SuperUser.

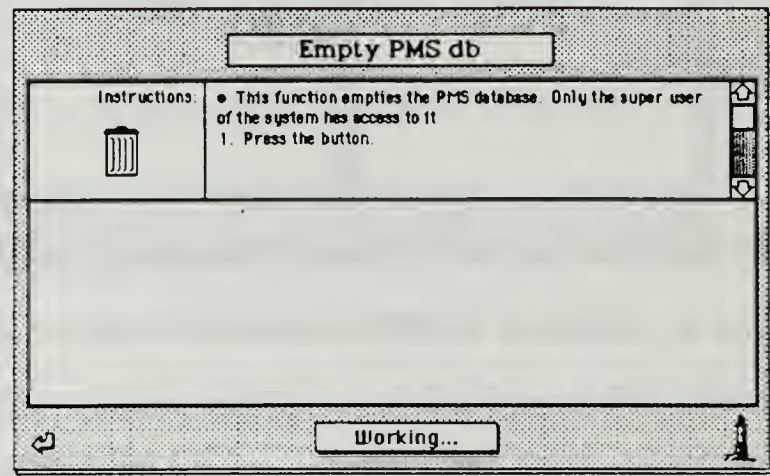


Figure 15 Empty Pms Db Card

The "Delete a MIP set" card (Figure 16), this function provides the SuperUser with the tools to remove a MIP card along with its corresponding MRC cards. In case a MIP card is to be replaced by a newer version, this function is used to delete it. This function is set up so that even if a new version of the card is added to the system before the deletion of the old one, only the old one is deleted.

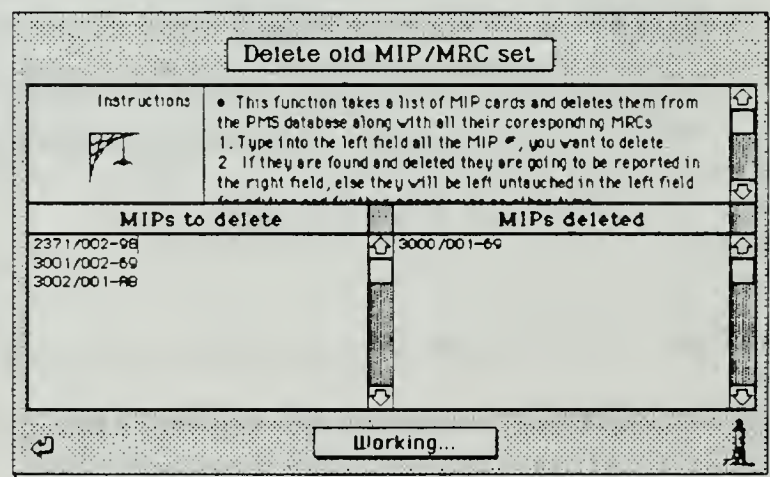


Figure 16 Delete a MIP/MRC Card

The "MIP-MRC cards in PMS database" card (Figure 17), this function provides the user with the tool too produce a list of all the MIP and MRC numbers in the PMS database. The time of execution of this operation varies according to the size of the PMS database. To produce a printed copy of the results, the "Print Report" command of HyperCard should be used.

| MIP #       | MRC #     |
|-------------|-----------|
| 2620/003-19 | 92 W72P M |
| 2451/801-49 | 19 W72Q M |
| 5000/001-58 | 48 W72S M |
| 3140/002-69 | 48 B2UT M |
| 5516/002-98 | 45 W72T M |
| 2521/003-88 | 45 Z57K M |
| 2521/004-88 | 96 ABCX M |
| 2340/001-49 | 45 W72U M |
| 4361/002-58 | 48 W72V M |

Total MIP: 40  
Total MRC: 675  
Up to Date: NO

Working...

Figure 17 MIP/MRC List Card

The "WC responsibility" card (Figure 18), this function is used in the event a new set of MIP have been inserted into the PMS database. It assigns to the work centers, responsibility for the MRC cards. This information is taken into account during the automatic scheduling process. For example, if a MRC job requires two engineers and one electrician to perform it, the system schedules both the corresponding engineering work center and the electrical work center.

All MIP cards of a ship must be inserted into the "MIP,WC, responsibility" field. The format used is <MIP #,WC1,WC2,WC3. . . . .>. If responsibility for a MIP card is modified, the SuperUser deletes the "\*" from the

beginning of the line the MIP is on and all the MRC's for this MIP are reprocessed. When a MIP is processed successfully, an asterisk is appended at its beginning. This controls which MIPs are going to be processed. This allows for much faster execution , because only the required or previously processed MIP cards are examined and updated. In case a MIP is not in the system, it is reported in the "Not found MIP" field . After the assignment of jobs is done, the system searches through the entire PMS database, and retrieves the MIP cards for which no work center is assigned responsibility. This provides a way of showing to the SuperUser duplicated MIPs in the PMS database.

**MIP, WC responsibility**

**Instructions**

- This function takes a list of MIP cards and the corresponding WC they are assigned to and assigns them to the MRC cards
- 1 Type into the left field all the MIP and corresponding WC in the following format <MIP,WC[,WC,WC...]>.
- 2 A "\*" is going to be appended at the beginning of all MIP cards

| MIP, WC list        | Not found MIP        |
|---------------------|----------------------|
| *1501/001,ER09      | 1651/004             |
| 1651/004,CS03       | 1651/004             |
| 1651/004,CS03       | 3301/001             |
| *1671/001,ER09      | 4071/002             |
| *2340/001,E106      | <b>Not processed</b> |
| *2371/002,CS09,E103 | 3000/001-69          |
| *2400/002,E101      | 3131/005-69          |
| *2411/005,E101,E106 | 3140/002-69          |
| *2451/001,E101,E106 |                      |

Working...

Figure 18 MIP, WC Responsibility Card

### 3. The "Planning" stack

#### a. General description

The "Planning" stack is available only to the SuperUser. This stack is used to generate and store calendars for scheduling purposes. When the SuperUser asks the system to schedule the next quarter, the system generates the calendars for the quarter. The SuperUser is then presented with the calendars to



set the "ship's status" for each day of the quarter. A typical card (Figure 19) for a month is shown below.

Figure 19 Ship's Activities Card

### *b. Scheduling Process*

The actual scheduling process is initiated from this card. Once the ship's schedule has been set into the calendars for the quarter, the scheduling process can start.

Upon initiation, the system will generate a job status card for each division and a complete set of daily activities cards for the entire quarter for each division. The job status card contains a list, numbered one to the number of MRC's, of all the MRC's that a division has responsibility for. Included in this information is the periodicity of the MRC, the total man hours involved to accomplish the MRC, any related maintenance, and the other work centers that are involved in accomplishing the completion of the job.

The periodicity of each MRC is transformed into a single letter value. The values range from "A" for a job with a periodicity of daily to a "R" if the job requires a special situation for completion. This conversion is required so that the



periodicity can be used to sort the list of MRCs in descending order from R down to A. This sort order is used so that scheduling can be done on situation jobs first, with daily jobs being scheduled last.

Starting with work center EM01, the jobs are then checked one at a time for the other work center involved in completing the jobs. The jobs are then removed from these work centers so that scheduling is not duplicated. As the job is scheduled for EM01, it is simultaneously scheduled for the other cognizant work centers.

Once this is done an array consisting of the number of days of the quarter is set up. Each element of the array contains the number of the element, the day of the week, the ship activity for that day of the week, and 0.0 for the initial number of man hours for the day. So as to avoid scheduling major jobs on either saturday or sunday, each of these days is given an arbitrary man hours value of 1000. These days will still be scheduled for minor jobs, but not the major jobs. Once this is complete, scheduling commences with the first work center, which in this case is EM01.

The mod function plays an important role in scheduling jobs periodicity of greater than six months. As each job with a periodicity of greater than six months is schedule, it is assigned a value with a range of from two for semi annually to 20 for every five years. Then the number of the cumulative quarter is modded by this value to obtain a result. This result is checked against a set value contained in each MRC card(value indicates which quarter to schedule a job). If the two match then the job is scheduled during the current quarter. If no match, then the job will automatically be scheduled during a future quarter. At this point if the job is to be scheduled, then the array is sorted in decreasing according to the number of

man hours assigned. Once sorted, then a day is picked randomly from the days which have a man-hour value of 0.0. The ship's activity scheduled for that day is then checked to ensure that the day qualifies for assigning this particular job. If it does, then the job is scheduled for this day in all the cognizant work centers. If not, then another day is picked randomly and the process start all over until either the job is scheduled or ten day have been picked at random and all have failed. If the job is unscheduled at this point, then the program starts at the first element of the array and searches down until a day is found where the job can be scheduled.

Jobs with a periodicity of less than six months are handled in the following manners. Quarterly jobs are handled using the same random selection process as described above. The only difference is that since quarterly jobs are always done each quarter, they are not put through the same quarter selection process as described above. For two week, and less periodicity jobs, the array is resorted back so that the days of the quarter are back in correct order.

For two week jobs, the array is divided by 14 to produce the number of two week periods during the quarter. Then the individual two week periods, taken one at a time, are sorted in a separate variable according to the total man hours each day has. The selection process then starts with the day with the fewest number of man hours looking for a day on which the job can be scheduled. If no day is appropriate then the job is reported as being unscheduled during this two week period. The same process is taken for weekly jobs except the periods are only seven days long. Jobs with three day, two day, and daily periodicities are scheduled accordingly.

One final word on the scheduling process. As jobs are scheduled, the system attempts to maintain an even distribution of total man hours through out the

quarter. To do this, the system attempts to schedule jobs on days that have the fewest total man hours.

#### 4. The "Movies" stack

##### a. *General description*

The "Movies" stack is a collection of still pictures taken with an ordinary camera and scanned into the system. It is used for demonstration purposes to give the user a better feel of the maintenance to be completed, and to point out intricate parts of an actual PMS job. Still pictures can be used to show equipment parts that are either difficult to describe and/or jobs that are difficult to complete without on the spot supervision. The role this function will play is in the training of the personnel. The ability to see a job before it is to be actually performed should help individuals in performing the maintenance jobs, unattended. Additionally, pictures will allow an individual to review a particular job at their own pace and give an instructor the tools to better explain a job before it is performed. A sample picture for a fictitious MRC card (Figure 20) is shown below.

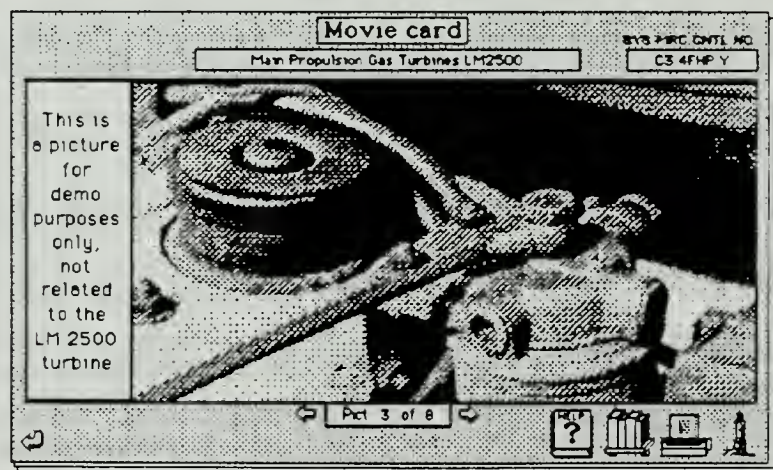


Figure 20 Movie Card



## 5. The "Password" stack

### a. General description

The "Password" stack is the heart of the safeguard system for PMS module. The stack contains one card (Figure 21) for each person, with access to the system, and contains the information on what they have access to. This is how the system restricts users from accessing functions they are not authorized to use. If an unauthorized user tries to open this stack and review or change its contents, the program automatically forces them out the PMS system. The password system's card is divided into five individual sections. Selecting one of the five stack buttons at the top, provides access to the various sections of the password system. The SuperUser selects the items that the person whose card he is working on is to have access to. Each box corresponds to an item in the various menus of the PMS system. After the desired items have been set, the SuperUser can store, print or delete the current card by pressing one of the respective buttons at the top of the card. The very first time the PMS system is used, a card, named "installer", is provided to allow full access to the system by the person who is installing the system. This password should be changed immediately by the SuperUser.

The screenshot shows a window titled "Personal Access Information" with a standard Windows-style title bar. Below the title bar, there are fields for "Rank / Name" (containing "Lt.D. Engineer") and "Position" (containing "Engin. Officer"). Below these fields is a section labeled "SET ACCESS TO" with five icons representing different access categories: "General", "WC Access", "Equip. Log", "DA Cards", and "Toolbox". The "General" icon is selected. Below this is a section titled "General" containing a list of checkboxes for various system functions. The checked items are: Password, Spot checks, Print, Add new member, For entire ship, Today's DA cards - all, Remove a member, For one WC, Today's DA card - 1 WC, Change member's access, Go, MRC card, MIP card, Change my password, Log card, Log card, Reports & messages, % done diagram - 1 WC, % done diagram - all WC, Navy message, Ext. rep req, Bar coded label, Schedule, Next quarter, Equipment log, Add entry, and Del entry.

| SET ACCESS TO |           |            |
|---------------|-----------|------------|
| General       | WC Access | Equip. Log |
| DA Cards      | Toolbox   |            |

**General**

|   |   |   |
|---|---|---|
| <input checked="" type="checkbox"/> Password              | <input checked="" type="checkbox"/> Spot checks   | <input checked="" type="checkbox"/> Print   |
| <input type="checkbox"/> Add new member                   | <input type="checkbox"/> For entire ship  | <input type="checkbox"/> Today's DA cards - all   |
| <input type="checkbox"/> Remove a member                  | <input type="checkbox"/> For one WC   | <input checked="" type="checkbox"/> Today's DA card - 1 WC                                  |
| <input type="checkbox"/> Change member's access           | <input checked="" type="checkbox"/> Go  | <input checked="" type="checkbox"/> MRC card <input checked="" type="checkbox"/> MIP card   |
| <input checked="" type="checkbox"/> Change my password    | <input checked="" type="checkbox"/> MRC card <input checked="" type="checkbox"/> MIP card | <input checked="" type="checkbox"/> Log card  |
| <input checked="" type="checkbox"/> Reports & messages    | <input checked="" type="checkbox"/> Log card  | <input type="checkbox"/> Schedule   |
| <input checked="" type="checkbox"/> % done diagram - 1 WC | <input checked="" type="checkbox"/> Navy message  | <input type="checkbox"/> Next quarter   |
| <input type="checkbox"/> % done diagram - all WC          | <input checked="" type="checkbox"/> Ext. rep req  | <input checked="" type="checkbox"/> Equipment log   |
| <input checked="" type="checkbox"/> Bar coded label       |   | <input checked="" type="checkbox"/> Add entry <input checked="" type="checkbox"/> Del entry |

Figure 21 Personal Access Info Card, General



The WC access button presents to the SuperUser, the work center menus (Figure 22). It is used to control access to the DA cards for the various work centers.

Personal Access Information

Rank / Name

Lt.D. Engineer

Position :

Engin. Officer

SET ACCESS TO

WC Access

General

VC Access

Equip. Log

DA Cards

Toolbox

Engineering

☒ E-1

☒ E-2

☒ E-3

☒ EM01

☒ EM02

☒ EM03

☒ EM04

☒ EM05

☒ EM06

☒ ER09

Support

☐ S-1

☐ S-2

☐ S-3

☐ S-4

☐ SS02

☐ SS06

☐ SS03

☐ SS05

☐ SS07

☐ SS01

☐ SS04

Ship Control

☐ SC-1

☐ SC-2

☐ SC-3

☐ OC01

☐ OC02

☐ OC03

Combat Systems

☐ CS-1

☐ CS-2

☐ CS-3

☐ CS-4

☐ CS01

☐ CS03

☐ CS04

☐ CS05

☐ CS06

☐ CS07

☐ CS08

☐ CS09

Figure 22 Personal Access Info Card, WC

The equipment log button presents to the SuperUser the options (Figure 23) available in the Equipment log stack. In general, access to these functions is given only to division officers and higher.

Personal Access Information

Rank / Name

Lt.D. Engineer

Position :

Engin. Officer

SET ACCESS TO

Equip. Log

General

VC Access

Equip. Log

DA Cards

Toolbox

Mfctr Date

☒ Dial mfctr

☒ Modify mfctr date

Publications

☒ Go to pub

☒ Modify pubs

Drawing numbers

☒ Go to drawing

☒ Modify drawings

Date

☒ Enter today's date

☒ Remove date

☒ Enter other date

Remarks

☒ Add date

☒ Modify remarks

Figure 23 Personal Access Info Card, Equip

The DA cards button presents to the SuperUser the options (Figure 24) for the Daily Activity cards. It is used to control access to the daily activities cards. Generally, everyone on board ship is given access to these cards. According to the different options selected, different menus will be available to them.

The screenshot shows a window titled "Personal Access Information". At the top, it displays "Rank / Name : Lt R. Engineering Officer" and "Position : Engrn. Officer". Below this is a section "SET ACCESS TO" with five buttons: "General", "WC Access", "Equip Log", "DA Cards", and "Toolbox". The "DA Cards" button is selected. The main area is titled "PMS Menu" and contains several checkboxes:

- ☒ Check job
- ☒ Done
- ☒ Cancel check
- ☐ Cancel PMS job
- ☒ Notes
- ☒ Fill
- ☒ See
- ☐ See all
- ☒ Equipment log
- ☒ Go to log
- ☐ Add job to log
- ☐ Personnel
- ☐ Assign job
- ☐ Rmv person
- ☒ Go
- ☒ MRC card
- ☒ MIP card
- ☒ Comment

Below the "PMS Menu" is a section titled "Repair Maintenance" with the following checkboxes:

- ☐ Arrange repair job
- ☐ Add a job
- ☐ Delete a job
- ☐ Transfer a job
- ☒ Check repair job
- ☒ Done
- ☒ Cancel check
- ☐ Cancel repair job

Figure 24 Personal Access Info Card, Da

The toolbox button presents to the SuperUser, the Toolbox access menu (Figure 25). It is used to control access to the Toolbox menu of the driver. In general , only the SuperUser has access to these functions.

The screenshot shows the same "Personal Access Information" window, but the "Toolbox" button under "SET ACCESS TO" is selected. The main area is titled "Toolbox Access" and contains the following checkboxes:

- ☒ Toolbox
- ☒ Add more MIP cards
- ☒ Convert MIP-MRC file to stack
- ☒ Empty PMS database
- ☒ MIP-MRC cards in PMS database
- ☒ Delete a MIP set
- ☒ WC responsibility

Figure 25 Personal Access Info Card, Toolbox

## 6. The "Daily Activity" stack

If the PMS driver stack can be compared to the bridge of a ship, the Daily activity stack is the engineering control room. This stack contains cards that are used in the day to day operation of the PMS module as jobs are scheduled and then assigned for completion.

A daily activity stack is automatically generated every time a new quarter is scheduled. The stack consists of two types of cards. The first, the "Automatic job Scheduling Status Card", contains information about the job scheduling done for this quarter. The second, the actual Daily activity cards, stores information about the jobs that are scheduled on each day of a quarter. In depth description of each of these cards is given below.

### *a. The "Automatic Job Scheduling Status Card"*

For every work center, one card ( Figure 26 ) of this type is generated and set at the beginning of each quarter. This card exists to help the division officer evaluate the system, showing information that can be used if corrective action needs be taken to improve the overall performance of the PMS system. A graph provides a visual representation showing the distribution of the jobs throughout the quarter. Jobs that were not scheduled are also reported, along with the reason that automatic scheduling has failed on these jobs.



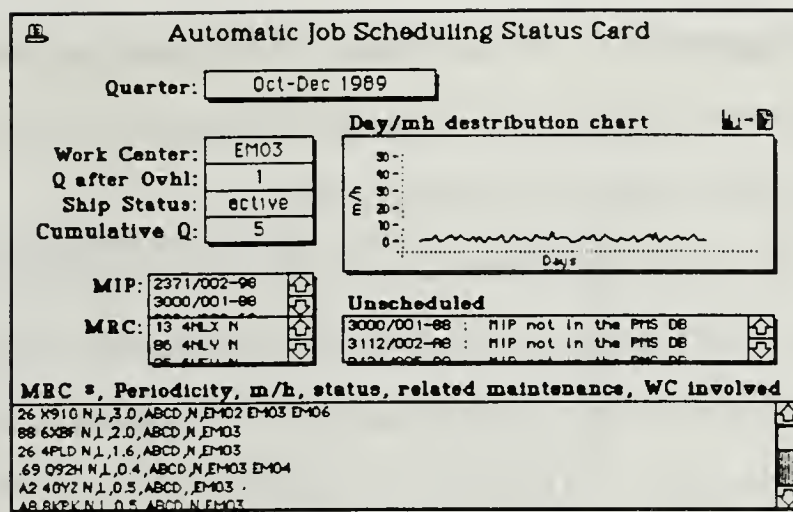


Figure 26 Scheduling Status Card

Most of the fields of the scheduling status card are self explanatory but a few need explaining.

The cumulative quarter is a number that shows the number of quarters since the PMS module was installed. The purpose of this number is for scheduling jobs that do not belong in any particular quarter, such as six-month and annual jobs. Using the mod function, the system decides which jobs, with a periodicity greater than "quarterly", will be scheduled during a quarter and which will be skipped. This way the system totally eliminates the need of "long term" scheduling because jobs with a periodicity greater than quarterly will automatically scheduled during the desired quarter.

The unscheduled field is one of the most important for the whole system, because it provides feedback information to both the PMS coordinator and the division officer. It shows which jobs were automatically scheduled along with the reason the system failed to do so. Some jobs, like "situation requirement" jobs, cannot be scheduled automatically and the division officer will have to schedule them manually. In this field, MIP and MRC cards not in the PMS database are reported



so that the PMS coordinator can add them. The system also reports jobs, with a periodicity longer than "quarterly", if the desired quarter to be scheduled is not set. This is set in the "data" field of the MRC cards.

The "MRC#, Periodicity, m/h, status,related maintenance,WC involved" field. After searching the PMS database to determine whether or not a MRC cards exists,the system places, into this field, information relevant to each MRC card to be schedule. The system then deletes this job from the other work centers involved, so that the same job is scheduled on the same day for all the work centers. After setting this field for all work centers, the system then takes the MRC jobs, one by one, and starts the scheduling process.

The "Day/mh distribution chart" field. The information in this field is shown in two formats . The first is the list view, where the user is presented with a digital readout of the man/hours scheduled. An example of this view ( Figure 27 ) is shown below.

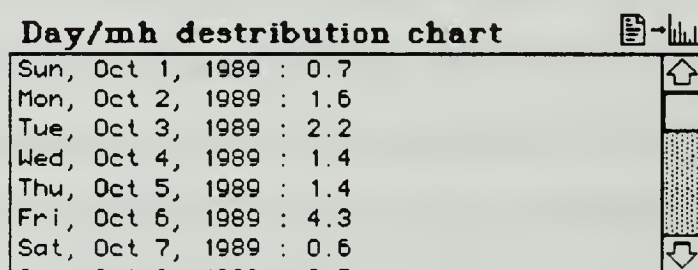
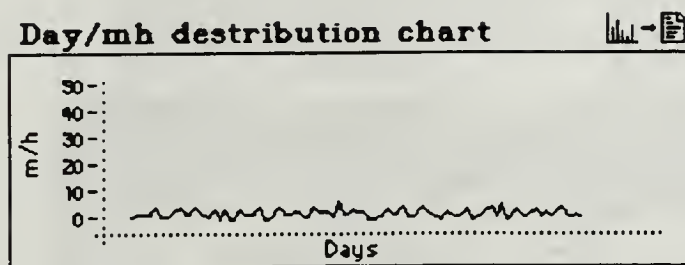


Figure 27 DAY/MH Distribution Field, List View

The second format is the graph view. The user is provided with an analog readout presenting an immediate view of whether or not the scheduling has been done efficiently. The smoother the curve, the smaller the peaks (the difference between minimum and maximum in the m/h scale ), the more

efficiently the scheduling has been done. The graphic form (Figure 28) is shown below.



**Figure 28 DAY/MH Distribution Field, Graph View**

## **7. The "Daily Activities Card"**

The "Daily Activity" cards are located after the "Automatic Job Scheduling Status" cards in the Daily Activity stack. One card is generated for each day of the quarter for each work center. This card has two purposes. The first as an assignment sheet for each work center, where the jobs, both for preventive and repair, are found. The second as a database for future reference and report generation.

The user can view directly the DA card of today from the work center menus of the PMS driver. The first time the card is opened each day, automatic rescheduling of uncompleted jobs from the previous day takes place. In a typical day, the person responsible for assigning the PMS jobs, assigns individuals to them using the "Personnel" function that is described below. The division officer and the head of the work center, using the PMS man/hours for the day as a reference, can assign repair maintenance jobs to be done for the particular day. In case they feel that a job can wait until the next day, they can leave the job unassigned and the job will automatically be transferred to the next day.

The card (Figure 29) is divided to two sections. The top section is for recording Preventive maintenance and the bottom section is for recording repair maintenance.

☒ rescheduled

**Daily Activities Card**  
 Thursday, November 9, 1989

Work Center  
**EM03**

| Job completed by    | MRC ctrl # | PMS Comments                 | log | D | ✓ |
|---------------------|------------|------------------------------|-----|---|---|
| EM03 - wv-member 2  | 52 6FDE N  | See Attached Notes.          | 3   |   | ✓ |
|                     | 86 6FDJ N  | Missing MRC card             | 4   |   | x |
| EM03 - wv-member 9  | 88 4FLE N  | See measurements on log card | 2   | ✓ | ✓ |
| EM03 - wv-member 10 | 33 6DXY N  | Job completed successfully   | 10  |   | ✓ |
| EM03 - wv-member 10 | A7 Y59Q N  | See Attached Notes.          | 0   | ✓ | ✓ |
|                     | .19 B4CP N | Tools not available          | 0   |   | x |
| EM03 - wv-member 2  | 94 6URV N  | See Attached Notes.          | 0   | ✓ | ✓ |

**Repair Maintenance**

|  |   |  |   |
|--|---|--|---|
| 1. Replacement of fed bushing of gas turbine         | 1 |  | ✓ |
| 2. Drill Fire at lub oil pump #1                     | 3 |  | ✓ |
| 3. Preparation of equipment for ship going under way | 0 |  | x |
| 4.   |   |  |   |
| 5.   |   |  |   |
| 6.   |   |  |   |
| 7.   |   |  |   |

PMS m/h 1.4  
 Completed 80 %

Figure 29 Daily Activities Card

## 8. The "Ship Data" stack

The ship data stack consists of three types of cards, the ships data card (Figure 30), the mip responsibility table (Figure 31), and the personnel/work center (Figure 32) cards. The ships data card contains such information as whether or not the ship is in active status, the number of quarters after its last overhaul, and the number of quarters since the PMS module was installed on board ship. The mip responsibility table contains a card for each work center. On it is list of the MIPs that the work center is responsible for. The personnel/work center contains a card for each work center with a list of the individuals that are assigned to that work center. Information contained in these cards is used in the automatic scheduling process and for assigning personnel to jobs once the jobs are scheduled.



Ship's data

|                               |                          |                              |
|-------------------------------|--------------------------|------------------------------|
| Ship Name: <u>USS JARRETT</u> |                          | Ship #: <u>FFG 33</u>        |
| Battle Group: <u>ZULU</u>     |                          | Ship Type: <u>FFG 07</u>     |
| Ship Status:                  | Quart Aft Dvhl: <u>3</u> | Cumulative Quarter: <u>7</u> |

DA Jul-Sep 1989

Figure 30 Ship's Data Card

| MIP Responsibility Table |                              |                        |          |
|--------------------------|------------------------------|------------------------|----------|
| EM01                     |                              | Last Update<br>8/21/89 |          |
| Syscom<br>MIP Control #  | Nomenclature                 | ID #                   | Location |
| 2340/001-49              | MAIN PROPULSION GAS TURBINE  |                        |          |
| 2400/002-19              | TRANSMISSION & PROPULSOR SYS |                        |          |
| 2411/005-68              | PROPULSION REDUCTION GEAR    |                        |          |
| 2451/801-49              | PROPELLER AND PROPULSORS     |                        |          |
| 2521/001-29              | PROPULSION CONTROL SYSTEM    |                        |          |
| 2521/002-A7              | DAMAGE CONTROL CONSOLE       |                        |          |
| 2521/003-B8              | ELECTRIC PLANT CONTROL CONS  |                        |          |
| 2521/004-B8              | AUXILIARY CONTROL CONSOLE    |                        |          |
| 2560/001-47              | CRCLT AND COOLING SW SYSTEM  |                        |          |
| 2610/052-69              | FUEL SERVICE SYSTEM          |                        |          |
| 2620/003-19              | MAIN PROP LOBE OIL SYSTEM    |                        |          |
| 2640/001-A7              | LD FILL XFER PURIFICATION    |                        |          |
| 3000/001-69              | MISCELLANEOUS ELECT EQPT     |                        |          |
| 3112/002-49              | S/S DIESEL GEN SET           |                        |          |
| 3131/005-69              | BATT & SERVICE FACILITIES    |                        |          |

Figure 31 MIP Responsibility Card



| Personnel/Work Center |      |                        |          |
|-----------------------|------|------------------------|----------|
| EMO 1                 |      | Last Update<br>9/12/89 |          |
| Name                  | Rank | Specialty Code         | Position |
| EMO1 - wc-member 1    |      |                        |          |
| EMO1 - wc-member 2    |      |                        |          |
| EMO1 - wc-member 3    |      |                        |          |
| EMO1 - wc-member 4    |      |                        |          |
| EMO1 - wc-member 5    |      |                        |          |
| EMO1 - wc-member 6    |      |                        |          |
| EMO1 - wc-member 7    |      |                        |          |
| EMO1 - wc-member 8    |      |                        |          |
| EMO1 - wc-member 9    |      |                        |          |
| EMO1 - wc-member 10   |      |                        |          |
| EMO1 - wc-member 11   |      |                        |          |
| EMO1 - wc-member 12   |      |                        |          |

Figure 32 Personnel Work Center Card

## 9. The "Log" stack

The log stack consists of machinery history cards (Figure 33), one for each piece of equipment carried on board ship, used in tracking maintenance. Each card contains the complete maintenance history of the equipment, a complete list of technical manual numbers for reference use, a list of applicable drawing numbers, and data on the manufacturer if outside help is required.

| Machinery History Card   |   |  |      |      |      |      |
|--|---|--|------|------|------|------|
| Unit: Gas Turbine LM2500    Compmt: B-1    Tr: 143    Side: P                  |   |  |      |      |      |      |
| FSN: 5436-675-8765    PN: T67346536    APL: 762354-234    Inst. Date: 30/10/86 |   |  |      |      |      |      |
| Spare Part Box: L-673    Loc: S-234    Ass. Pg: 54    S: 78                    |   |  |      |      |      |      |
| Mfr. Data  | Publications  | Drawings   |      |      |      |      |
| General Electric Co<br>2130 North st OHIO 34567<br>ph # (456)-7346-734         | NS 73-645137-65<br>NS 873-38783-47<br>NS 734-00004-49 | DRG 004349-874574784<br>DRG 3487347-344784<br>DRG 347-3473477400 |      |      |      |      |
| Date   | Remarks   |  |      |      |      |      |
| 10/20/88   | Repair of fed oil chamber                             |  |      |      |      |      |
| 11/21/88   | Vibration measurements taken as follows.              |  |      |      |      |      |
|  | Pos1  | Pos2   | Pos3 | Pos4 | Pos5 | Pos6 |
|  | 23.4  | 21.3   | 22.1 | 33.2 | 5.1  | 4.2  |
| 5/1/89   | 17.1  | 12.4   | 45.2 | 4.3  | 12.3 | 9.2  |
| 57.6VVR N  |   |  |      |      |      |      |

Figure 33 Machinery History Card

## 10. The "PMS" stack

The PMS stack consists of the entire database of MIPs (Figure 34) and the associated MRCs (Figure 35) for an entire ship.

**MIP card**

SYS MIP CNTL NO: 2620/003-19

Main Propulsion Lube Oil System

|   |  |
|---|--|
| <b>SHIP SYSTEM-SUBSYSTEM OR EQUIPMENT</b>                   | <b>REFERENCE PUBLICATIONS</b>              |
| Main Propulsion Lube Oil System<br>Level 4 - Equipment Test | January 1989<br>NAVSEA T9FFG-A0-PLN-010/FF |

**CONFIGURATION**

Incorporates ESWS Systems: 2621 Piping and Accessories, Main Lube Oil  
2622 Tanks, Main Lube Oil, Non-Structural  
2624 Pumps, Main Lube Oil, Non-Attached

Page 1 of 2

Figure 34 MIP Card

The original architects of Argos concentrated their efforts on the FFG-7 class of ships in designing their prototype. The decision was made to continue their effort by implementing the PMS stack so that it would be relevant to that class of ships. As such, the PMS stack is a complete MIP/MRC database for the FFG-7 class of ships.

**MRC card**

SYS MRC CNTL NO: 92 W72P N

Main Propulsion Lube Oil System

|  |   |                     |
|--|---|---------------------|
| <b>SHIP SYSTEM</b>                                   | <b>SUBSYSTEM</b>                              | <b>MRC CODE</b>     |
| Propulsion Support System (Fuel and Lube Oil)<br>260 | Piping and Accessories, Main Lube Oil<br>2621 | 2620 M-2            |
| <b>SYSTEM</b>  | <b>EQUIPMENT</b>                              | <b>RATES-M/H</b>    |
| Main Propulsion Lube Oil System<br>262               | Filter<br>2621FK                              | OSM3 0.2            |
| <b>MAINTENANCE REQUIREMENT DESCRIPTION</b>           |   | <b>TOTAL M/H</b>    |
| 1. Lubricate duplex filter shifting mechanism        |   | 0.2                 |
|  |   | <b>ELAPSED TIME</b> |
|  |   | 0.2                 |
|  |   | September 198       |

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Figure 35 MRC Card

Using the Navy's on database, individual PMS stacks can be prepared for each class of ship in service. Having been down-loaded directly from the Navy's own PMS database, the information contained in the PMS stack is as up to date as possible.

Every attempt was made to make accessing the PMS stack as user friendly as possible. Therefore, the PMS stack can be accessed sequentially or randomly depending on the needs of the user. Random access is provided through the built in search function located on each card and by directly selecting an individual MRC number on each of the MIP cards.

## **E. SUMMARY**

Although the PMS module as implemented is fully functional and ready to use, it is not all inclusive. The modularity of the PMS and ARGOS modules allows functions to be added and deleted as necessary. The PMS module demonstrates the power and capabilities of ARGOS and as more and more users interact with the module new methods and options will be discovered and implemented.



## V. CONCLUSIONS

The purpose of Argos is to enhance personnel productivity through an emphasis on human engineering, reducing paperwork, increasing accessibility of systems, and expanding the use of decision systems. With this in mind, our goal for this thesis was to attempt to construct a computerized system that would meet the present and future needs of the Navy in the area of planned maintenance. We wanted to provide a completely self contained system capable of performing all the required tasks that are found in the current system, but do it in a way that would make the system run more smoothly and efficiently.

When we started the design process, we were not completely sure that all of the tasks were possible to perform using a computer. Specifically, we were apprehensive about whether or not an automatic scheduling system could in fact be implemented. In our initial attempts at implementing the process we were unsuccessful in the scheduling of jobs with a periodicity of greater than quarterly. However through many different attempts, we finally came up with a unique solution, which we detailed in chapter four of this thesis.

We were also unsure as how to develop our database of MIP and MRC cards. In our experience we found that the on-line data that we had to work with, which was in a standard format, at times would deviate from the standard format. The possible deviations produced a lot of inconsistencies in the data that we had to work with and caused us problems in our attempts to use this data for conversion to the format we wished to use for our implementation. We were able to develop a scheme that takes these inconsistencies into account. The process as developed ensures that



using the on-line database, we will have a system that will allow for easy addition of information to the database and which will be in a consistent format.

Graphics are a large part of the information for our database, however we were unable to fully complete the conversion of all graphics from hard copy format to our format. Complete conversion of all required graphics, done easily through the use of a Macintosh compatible scanner, will be left for future implementation.

Testing of our Implementation has been conducted in the laboratory with very successful results. However we believe that our module must be fully tested under live test conditions and circumstances by the people for which it was intended before final judgement can be made.

To make the PMS module useful in its intended format, we believe that the system should be set up on a local area network with remote access terminals distributed throughout the ship.

We believe we were successful in our goal of designing such a system and that the modules we implemented are the first real improvement in the system as it is now implemented. We were not only able to duplicate all the required tasks but to increase the efficiency and performance of each of these tasks.

Through Hypercard, we were able to design a system that should show a reduction in the paperwork load. We believe that if the PMS module is used in the fleet, it would offer considerable benefits and savings to the Navy.

The Maintenance area of ARGOS has many areas that still need to be analyzed and designed. Continuing research on the project would be most advantageous for the Navy.

Some topics for further research are listed below:

- Develop the PMS module using the object oriented programming language on the NeXT™ computer.
- Develop the PMS module on a Macintosh system, such as SuperCard™, that would allow for both expanded size windows and multiple screens.
- Implement the complete set of graphics for the PMS cards as well as for the Movies section of the PMS module.

APPENDIX A

# Argos

## PMS MODULE

### User's Manual



C. T. Wu  
Lt. H. V. Turner, USN  
Lt. D. Antonopoulos, Hellenic Navy

Naval Postgraduate School, Monterey CA  
December 1989

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# Installation of the system

## Hardware Requirements

To use the PMS module of Argos you need the following:

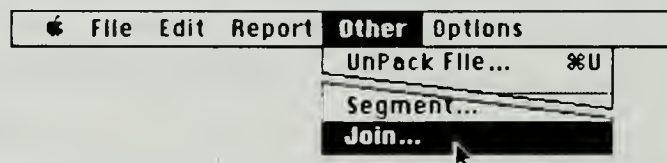
- A Macintosh computer with at least 1 MB ( preferably 2 MB) of memory.
- One double-sided (800K) drive.
- A hard disk drive with 30 MB or more free space.
- "Stuffit 1.5.1", a public domain utility to be used during the installation process.
- HyperCard version 1.2.1 or later.
- The original Argos module, if you want the link to equipment capability to be available.

## Installing the PMS module

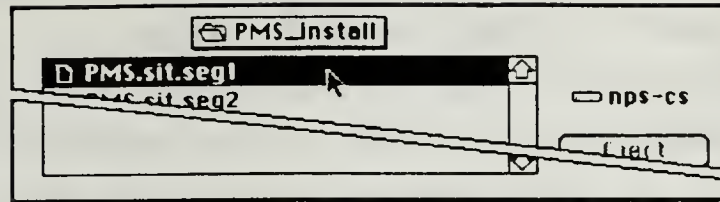
- Turn on your Macintosh.
- Create a new folder and name it "PMS\_install".
- Insert the disk called "PMS-Installation Utilities" and copy the file "Stuffit" into this folder.



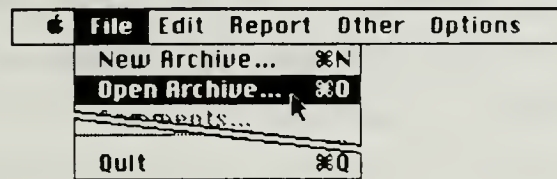
- Insert one by one the rest of the disks ("PMS.sit.seg1"..."PMS.sit.seg10") and copy the single file that they contain into the same folder ("PMS\_install").
- When this process is over, double click on the icon of "Stuffit" in order to start the application.
- Select the item <Join...> from the <Other> menu.



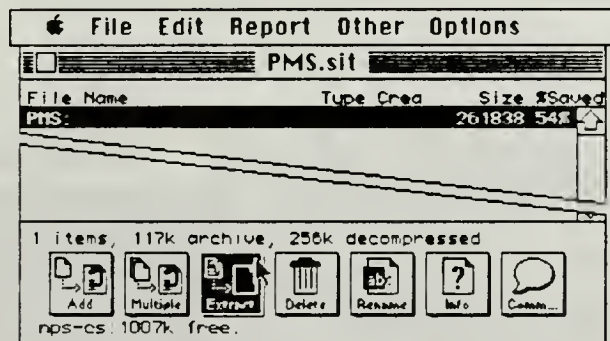
- When the dialog box appears, select all the segments (PMS.sit.seg1...) one by one.



- After all the segments have been joined, quit the "Stuffit" application. An icon with the name "PMS.sit" will be stored in the "PMS\_install" folder. Delete all the segment files named "PMS.sit.seg1"... "PMS.sit.seg10", in order to conserve space on the hard disk drive.
- Restart the "Stuffit" program, and select <Open Archive...> from the file menu.



- A dialog box will appear. Double click on the file "PMS.sit".
- The screen shown below, will appear. Select the file PMS: and click "Extract".



- On the next dialog select "Save" or press return. If a password is requested, type in "NPS".
- After this operation is completed, quit the "Stuffit" program, and return to the finder.
- Delete the "Stuffit" program.
- Now inside the folder named "PMS\_install", there will be another folder named "PMS". If Argos is already in the system, move all the files of this



folder into the Argos folder, and delete the empty folders, "PMS" and "PMS\_install". If the PMS module is not going to be run through Argos and is going to be used as a stand alone application, remove the "PMS" folder from the "PMS\_install" folder and delete the "PMS\_install" folder.

- Substitute the "Home" stack of the system with the "Home" stack provided in this folder. If you do not want to substitute the systems "Home" stack, use a resource editor, such as "RESEEDIT", to move all the resources of the "Home" stack provided with the PMS module, to the system's "Home" stack. Set the user level at the "Home " stack to "scripting".
- After all of the above steps have been followed, the person installing the system should open the PMS\_driver stack, enter the password "me" and when he is prompted for a last name, he should type in the word "installer". Then he can go and set up a new card for himself as SuperUser, and delete this "installer" card.

# The PMS driver

## General description

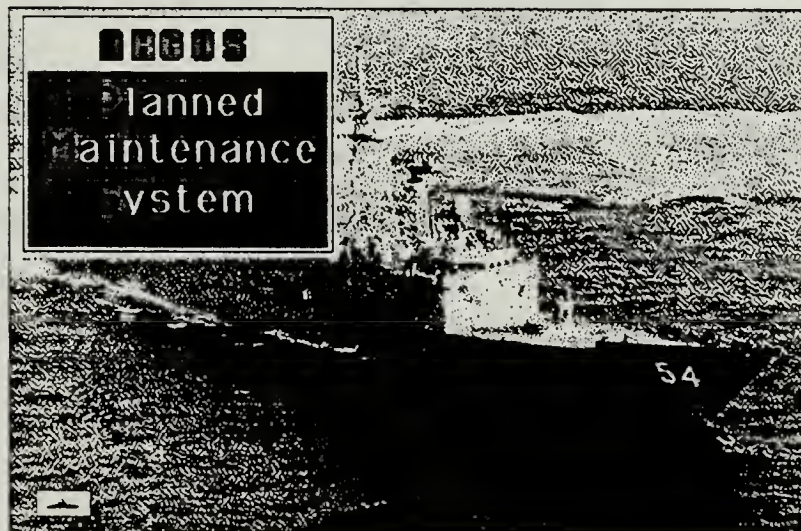
The PMS driver, is the entry point into the PMS system. It controls and restricts access to the various modules depending on the user's clearance. It could be compared to the bridge of the ship where command originate from.

One person per ship, called the "SuperUser" has access to every function of the PMS system. In general this person should be the same as the PMS coordinator of each ship.

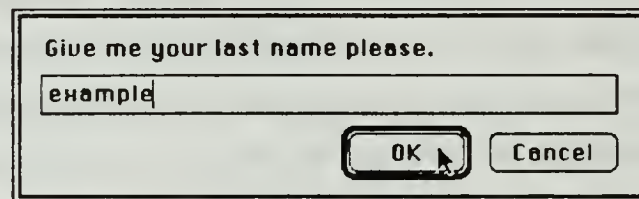
The SuperUser has the responsibility of setting up access for each individual who requests to use the PMS system. In a typical ship, every single person who belongs to the ship's crew must have access to the system, but with different access according to his position. For example, a person who belongs to the EM01 work center, should have access only to this work center. However, the engineering officer should have access to all engineering work centers. He would not, however, have access to the ship's control work centers.

## Logging in the PMS system

When the PMS function of Argos is invoked, the user is presented with the following screen.

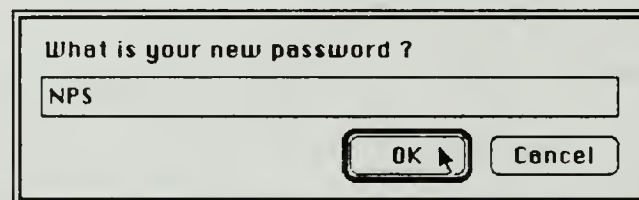


Every person logging into the PMS system for the first time, assuming he has been entered in the system by the SuperUser, is assigned the generic password "me". Upon entry of the password , "me", the system will prompt the person for their last name and the new password they want to use. This way we exclude everybody, including the SuperUser, from knowing another person's password and entering the system with that password. After this, every time they access the PMS system, they will be prompted to enter their new password. The system will set up the options available to them on the various menus of the system, and exclude them from everything else. The screens for logging into the system for the first time are shown below.



A screenshot of a Windows-style dialog box. The title bar is not visible. The main text inside the box reads "Give me your last name please." Below this text is a single-line text input field containing the word "example". At the bottom right of the dialog box are two buttons: "OK" and "Cancel". The "OK" button has a mouse cursor icon pointing at it.

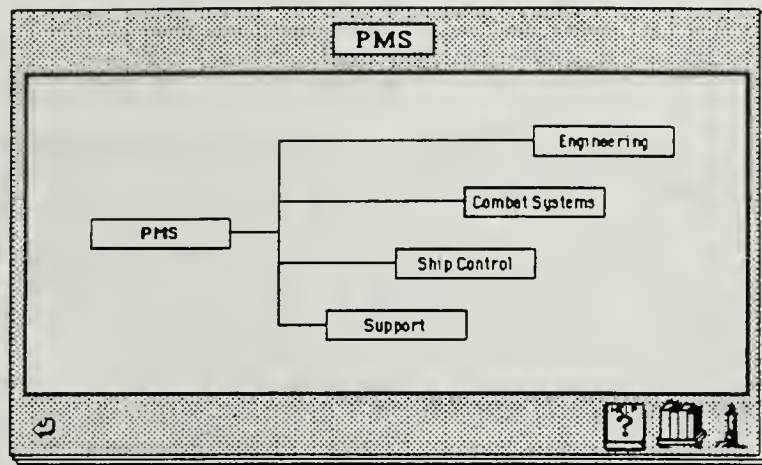
If "me" was entered as the password, the user is prompted for their last name and the new password.



A screenshot of a Windows-style dialog box. The title bar is not visible. The main text inside the box reads "What is your new password ?". Below this text is a single-line text input field containing the letters "NPS". At the bottom right of the dialog box are two buttons: "OK" and "Cancel". The "OK" button has a mouse cursor icon pointing at it.

After the system sets up the new password, it again prompts the user for their password, allowing them to enter the system normally.

If a person is not logging in for the first time, and have already set up a password for themselves, the above procedure is bypassed and after the password is entered, the driver's menu screen is automatically shown . At this point, they have access to the functions of the system. This screen is shown below.



In the PMS menu, the user can directly perform the functions of the PMS system. Many of these functions are also available other parts of the program, where they apply directly. For example, the print function of an MRC card is available both at the card level, and from the driver. This eliminates the need to go to the card in order to print it.

Under the division menus, the user can bring up today's daily activity card for the work center they have selected, provided of course they have access to it.

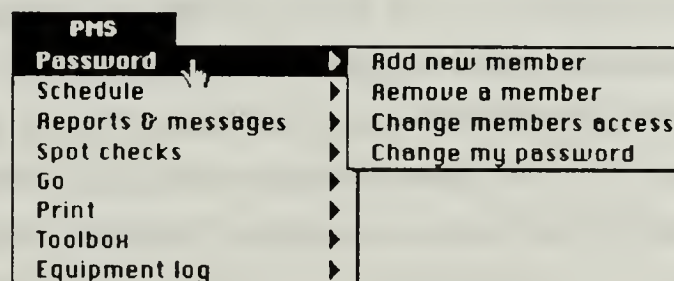
In all the menus throughout the system, functions unavailable to the user appear dimmed and cannot be selected.

## The menus

### The PMS menus

The PMS menu is a two level menu system. A selection in level 1 gives us additional choices relevant to that particular selection.

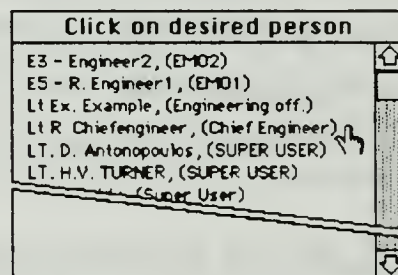
**The "Password" choice:** When this item is selected, we have four sub-items to choose from.



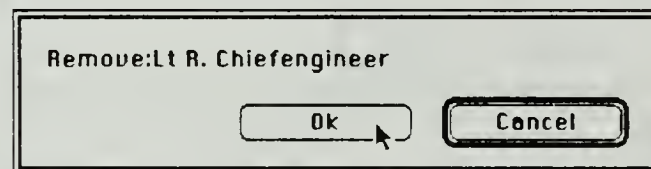


- *Add new member:* This item is available only to the SuperUser of the system. When selected, a new entry is generated in the password database. An empty card is presented to the SuperUser, in order to allow him to fill in the required information for the new user. The generic password "me" will automatically be inserted for this person and will remain until they change it. For more information on the use of the password stack, see the appropriate section of this manual.

- *Remove a member:* This item is also only available to the SuperUser. It is used to remove a person from the system. A sorted list of all the users in the database is presented to the SuperUser so that he can select the user for removal from the system.



The SuperUser clicks on the name of the person he wants to remove, and the system asks to verify his choice.

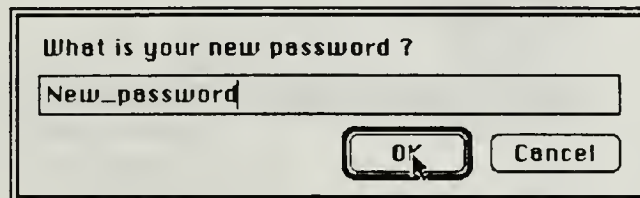


If the SuperUser decides to proceed, the person is removed from the database, and his card is deleted from the system. If he changes his mind or has selected the wrong person, he can cancel this instruction by selecting the appropriate box.

- *Change member's access:* Item available only to the SuperUser. It is used to change a members access to the various parts of the system. This would be used in cases where a user changes positions on board the ship or he is assigned to a different division. The selection, by which person's access is changed, is done through the same procedure that is used for the *Remove a member* selection. After a person is chosen,

their personal card is brought to the screen, allowing the SuperUser to make the necessary changes.

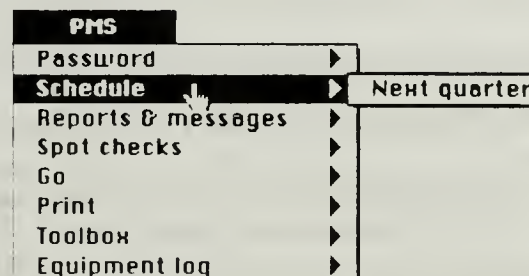
- *Change my password:* This option is available to every user with access to the PMS database. It can be selected at any time, allowing the user to change their password. After selecting this option, the user is prompted for their password. This allows the system to verify that the person issuing the request is the same as the one who is entered in the system. If this check succeeds, the user is prompted by the following dialog box, to enter their new password twice.



A dialog box with a title bar. The title is "What is your new password ?". Below the title is a text input field containing the text "New\_password". To the right of the input field are two buttons: "OK" and "Cancel".

If the two passwords match, the password is changed and the user is requested to reenter the system with his new password.

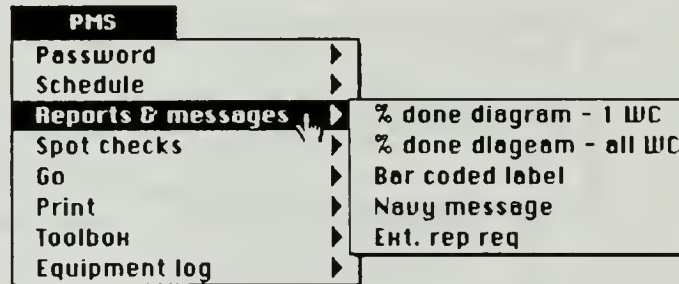
The "Schedule" choice: Automatic scheduling function of the system.



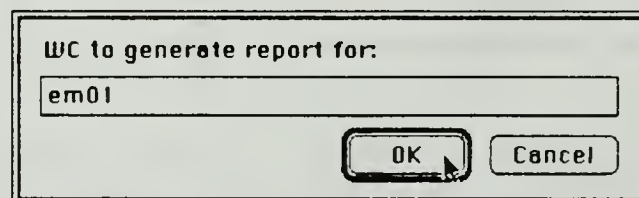
- *Next quarter:* This item is available only to the SuperUser of the system. It is provided to allow the SuperUser to start the automatic scheduling of PMS jobs for the entire ship. When selected, a calendar for the next quarter is generated and presented to the SuperUser. Using this calendar, the SuperUser can set up the ship's schedule for the quarter. This is a vital function of the system. When the scheduling is started, the system takes in account the ship's status for every day of the quarter. It uses this information to make the best possible judgement for deciding whether a particular day is suitable for the planning of PMS jobs. The calendars are stored in the "Planning"

stack and details about its use are presented in the the appropriate section of this manual. Once the calendars have been generated, the user must instruct the system to begin the scheduling process.

**The "Reports & messages" choice:** Under this menu choice the user can print feed back material on the PMS system, or other computer generated forms. In this section only basic capabilities are supplied, but other forms can be included when the need arises.



- *%done diagram - 1 WC*: This item is available to all the users involved in the supervision of the PMS system. At any time, a user can request the system to print a graph, either on screen or to the printer showing the percentage of PMS jobs completed per day , for a work center, provided that he has access to this work center. When selected the system presents him a dialog and requests the name of the work center to produce a report for. The name can be entered either in upper or lower case.




When the name of the work center has been entered, the system checks if such a work center exists and whether the user that requested the report, has access to it. If the checks succeed, the user is prompted to enter a month in the desired quarter, given as a default, the current month.




Month in desired quarter (mm/yyyy)...

11/1989

OK Cancel

After the month has been filled in or the default was selected, the system does a check to find out whether this quarter is in the system, and if it is requests from the user to specify the output device. If the  has been selected, the operation is canceled.

Select output device

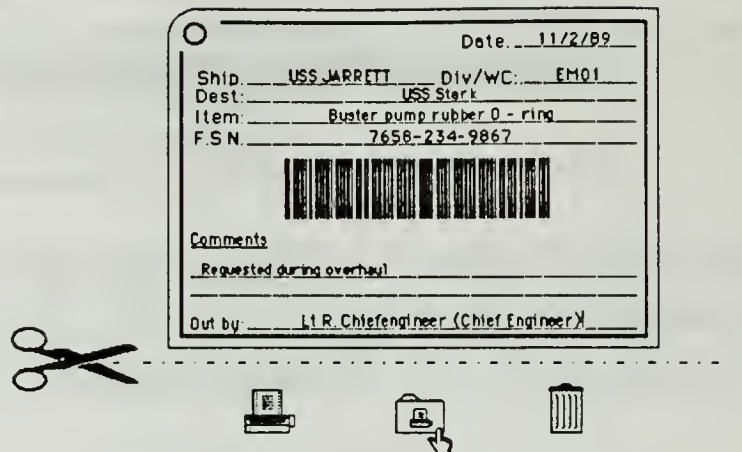
  

If the user selects the screen to be the output device, he is transferred to the stack that the report resides when completed, and he has the option to manually print one or all the cards individually. If the printer is selected, the output is redirected to the printer, and the user never leaves the PMS driver's card. After the operation is completed a tune is played, in order to get the user's attention if he was doing something else at that time. More information on the usage of this card is found at the corresponding section of this manual.

- *%done diagram - all WC:* This item is available to the SuperUser only. It produces exactly the same diagrams as described above but for all work centers. This function is available to supervisors only. It works exactly as the one described above, but produces a report for all available work centers.

- *Bar coded label:* This item is an utility available to every user. It produces a bar coded label to accompany an item that has to be removed from the ship for some reason. Specifically, if a piece of equipment has to go out for repair, be returned as destroyed, or is loaned to another ship, an accompanying label is produced. It is used to identify and keep track of the piece of equipment.





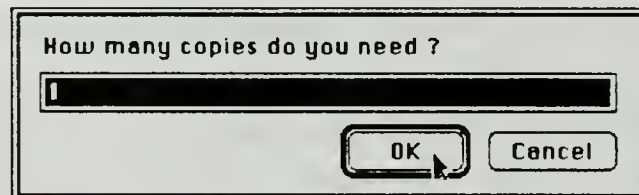
Date: 11/2/89  
 Ship: USS JARRETT Div/WC: EM01  
 Dest: USS Stark  
 Item: Buster pump rubber O-ring  
 F.S.N.: 7658-234-9867  
 Comments: Requested during overhaul  
 Out by: L.R. Chiefengineer (Chief Engineer)

[Printer Icon] [Folder Icon] [Trash Can Icon]

When the label is presented, the user fills in the appropriate information. When the FSN is filled for the piece of equipment, the bar coded representation of the FSN is automatically generated. In case the FSN is not the information needed in bar coded form, the system can be easily modified to generate that instead. Once complete, the user has three choices. These are represented by the three buttons below the card.



The printer button is used to print the bar coded label. The user is presented with the dialog box shown below and is requested to specify the number of copies to be printed.



How many copies do you need ?

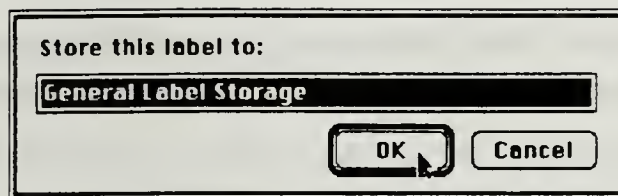
1

OK Cancel

The system, by default, prints one copy.



The printer in folder button provides the capability to store the label in a stack for later reference. The user can specify the name of the file to store the label stored or it can be stored in the general file. This file is provided as a default and is called "General Label Storage".



This capability is provided to allow a ship to organize the equipment going out from the ship. Specially, it can used to categorize them either by work center or repair shop to which are going to. Table representation of all the cards in a particular file can be easily produced by using Hypercards' built in "Print Report..." function selected from the "File" menu.

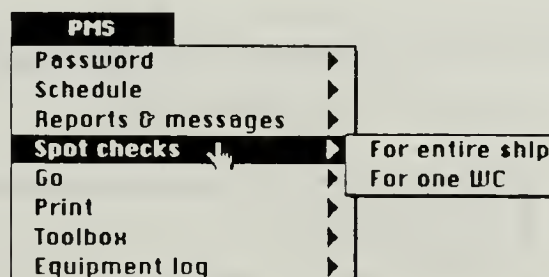


This button allows the user to throw away a label if desired.

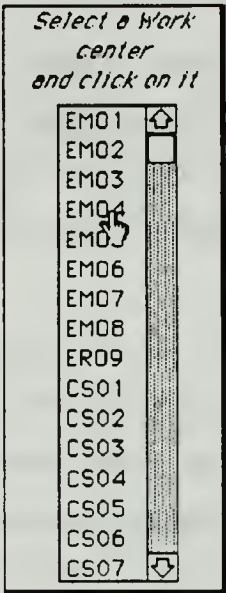
After one of the above described operations is selected, the system returns to the driver's menu card.

- *Navy message:* This item has not been implemented, because it is specific for the two Navys. It can be implemented for application to the needs for each of the Navys.
- *Ext. rep. req:* This item is available only if the system is used under Argos. When selected it returns to the Argos program allowing the user to select an item and print the computer generated request form.

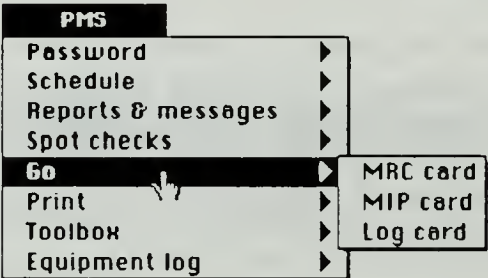
**The "Spot checks" choice:** This menu selection allows the system to select, at random, PMS jobs that have been completed from the quarters' daily activities cards. A spot check sheet is generated automatically for a selected work center if "For one WC" is selected or for all the ships' work centers if "For entire ship" is selected.



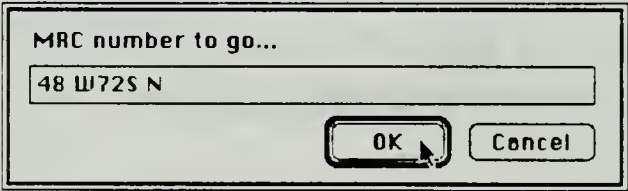
If the user selects "For entire ship", then the system will automatically start printing spot check sheets for each work center. If "For one WC" is selected, then the user will be prompted with a list of work centers from which to select one.



**The "Go" choice:** This menu choice allows a user to directly view a card in the PMS system, provided the number of the card is known. This selection bypasses the need of going to the corresponding database and performing a search.

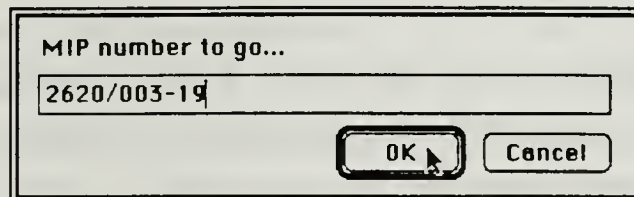


- *MRC card:* When this item is selected the user is presented with the dialog box, shown below, to type in the MRC# of the desired card.



After typing in the desired MRC number, the system presents the appropriate card. If the card number is wrong, or the card is not in the database, the system informs the user and returns to the driver.

- *MIP card*: When this item is selected, another dialog box prompts the user to input the desired MIP number, and the same procedure used for the MRC card is followed. The user is presented with the dialog box below.

A rectangular dialog box with a double border. At the top, it says "MIP number to go...". Below this is a text input field containing "2620/003-19". At the bottom right, there are two buttons: "OK" and "Cancel". A mouse cursor is pointing at the "OK" button.

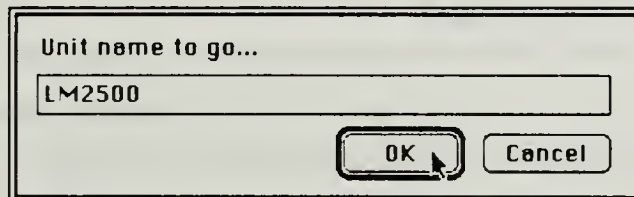
MIP number to go...

2620/003-19

OK Cancel

Failure to find the card returns the user to the driver.

- *LOG card*: When this item is selected the user is prompted to enter some description of the Unit name. The exact name is not required for the desired unit, but only a few of the characters included in the unit name.

A rectangular dialog box with a double border. At the top, it says "Unit name to go...". Below this is a text input field containing "LM2500". At the bottom right, there are two buttons: "OK" and "Cancel". A mouse cursor is pointing at the "OK" button.

Unit name to go...

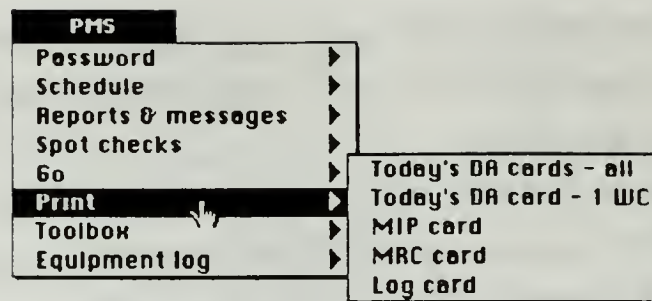
LM2500

OK Cancel

When a string like the above example is typed in, the system searches for the inclusion of the string in the "unit" field of the log database. If a match is found, the log card is presented. If the search fails, the user is informed and the request is canceled.

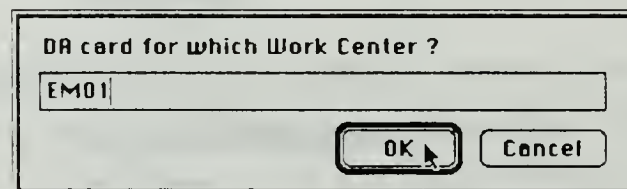
**The "Print" choice:** This choice provides to the user with a way of obtaining a hard copy of each of the items listed in the sub-menu.





- *Today's DA cards-all:* When the system performs this function, it prints out a copy of the Daily Activity cards for all the work centers for the current day. This function is used at the beginning of each day, so that the division officers can pass them out to their work center heads. A includes a description of the jobs that the work center has to complete that day. Prior to this function being used, automatic rescheduling of uncompleted jobs takes place. This allows the system to move forward all jobs that were not completed the previous day. This function is available only to the SuperUser.

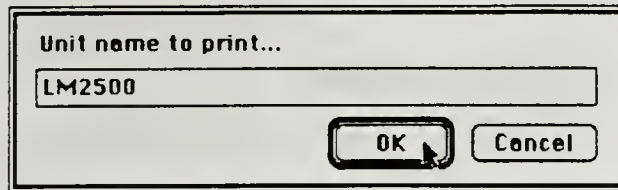
- *Today's DA cards-1 WC:* This function is available to every user. It provides a printout of the the Daily Activity card for a selected work center. It is used both as a reference for the division officer and as a report for what jobs have been completed on a particular day. The user is presented with the following dialog box. The user types in the name of the work center for which a printout of the Daily activity card is needed .



After typing in the name of the desired work center, the system checks whether or not the user has access to this work center and proceeds only if they do. If access is not available or the user changes their mind, the system informs them and exits the request.

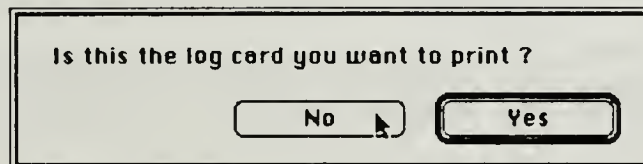
- *MIP card:* When "MIP card" is selected to be printed, the system follows the same procedure followed for the "Go" menu item described above.
- *MRC card:* When "MRC card" is selected to be printed, the system follows the same procedure followed for the "Go" menu item described above.

- **LOG card:** When "LOG card" is selected, the system shows a dialog box allowing the user to input a search string for the desired unit. This dialog is presented below.



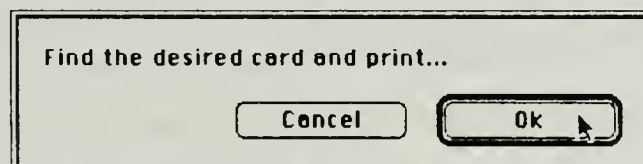
A dialog box titled "Unit name to print..." with a text input field containing "LM2500". Below the input field are two buttons: "OK" and "Cancel". A mouse cursor is pointing at the "OK" button.

When the user types in the desired unit or part of it, the system does a search in the Log database. In the case of no match, feed back information is presented and the request is exited. In case a match is found and the card is displayed on the screen, a new dialog box is presented requesting the user to ensure that this is the correct card. This is done because machinery does not have unique names, unlike PMS cards, and multiple log cards for the same kind of equipment can exist.



A dialog box titled "Is this the log card you want to print ?" with two buttons: "No" and "Yes". A mouse cursor is pointing at the "Yes" button.

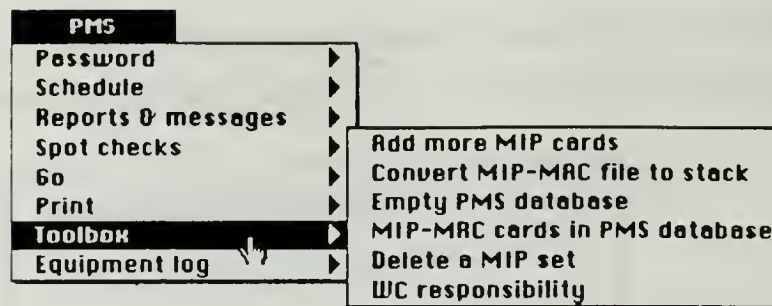
In case this is not the required card, the user is prompted to find the desired log card and do a manual print by pressing the print button of the card found.



A dialog box titled "Find the desired card and print..." with two buttons: "Cancel" and "Ok". A mouse cursor is pointing at the "Ok" button.

From here the user can do a search on a different field, or with a different search key.

**The "Toolbox" choice:** This choice is provided only to the SuperUser of the system. It gives him the ability to perform global operations on the PMS database.



- *Add more MIP cards:* When this item is selected, the SuperUser is presented with the corresponding card of the "Toolbox" stack. Using this tool new cards can be added to the PMS database, provided they are in the correct format. The new cards must be included in a stack. Tools to transform the cards to the correct format are provided below in the same menu. Specific instructions for this operation are given in the "Toolbox" section of this manual.

- *Convert MIP-MRC file to stack:* This item gives to the SuperUser the capability to convert a MIP-MRC text file read in from the on line PMS database to a MIP-MRC stack. The files coming in by phone, should be textfiles without control characters. This instruction prepares the updated versions of PMS cards to be entered into the system, eliminating the typing process. It must be run first so as to allow the SuperUser to use the function described above.. Specific instructions for this operation are given also in the "Toolbox" section of this manual.

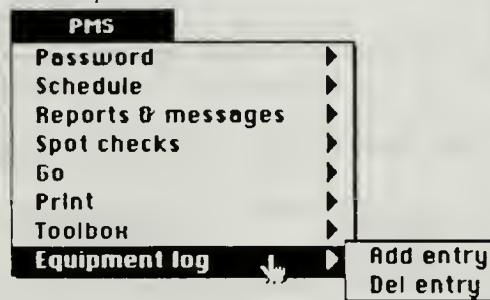
- *Empty PMS database:* This item gives the user the capability to empty the entire PMS database, allowing generation of a new one in case the system is to be used for another class of ship. It is available only to the SuperUser and uses a series of check points to ensure that the person who has instructed the system to do so, is the SuperUser. Specific instructions for this operation are given also in the "Toolbox" section of this manual.

- *MIP-MRC cards in PMS database:* This item produces a list of all the MIP and MRC cards in the PMS database for reference purposes. Specific instructions for this operation are given also in the "Toolbox" section of this manual.

- *Delete a MIP set:* This item provides the SuperUser with the capability to delete a MIP card and all its corresponding MRC cards from the PMS database. It is used to replace an existing when an updated one comes in. Specific instructions for this operation are given also in the "Toolbox" section of this manual.




- *WC responsibility:* This function assigns the relevant work centers to the corresponding MRC cards. It is used when new cards are added to the system or when a work center is added or removed from a particular MRC job. Specific instructions for this operation are given also in the "Toolbox" section of this manual.

**The "Equipment log" choice:** This choice is available to all division officers. It gives them the capability to add a new entry to the log database or remove an existing entry in cases where a piece of equipment is removed from the ship.



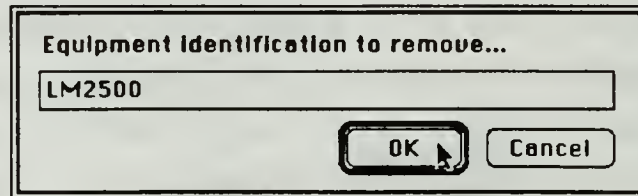
- *Add entry:* When this item is selected, the user is presented with a fresh copy of a log card, to fill out.

 A screenshot of a 'Machinery History Card' form. At the top, it says 'Machinery History Card' with a trash icon and a refresh icon. Below this are several input fields: Unit: \_\_\_\_\_, FSW: \_\_\_\_\_, PN: \_\_\_\_\_, APL: \_\_\_\_\_, Compmt: \_\_\_\_\_, fr: \_\_\_\_\_, Side: \_\_\_\_\_, last. Date: \_\_\_\_\_, Spare Part Box: \_\_\_\_\_, Loc: \_\_\_\_\_, Ass. Pg: \_\_\_\_\_, S: \_\_\_\_\_. Below these are three columns: 'Mfgr. Date', 'Publications', and 'Drawg.'. Each column has a small icon (a house with an arrow) next to it. Below these columns is a 'Remarks' section with a large text area. At the bottom of the form, there is a toolbar with several icons: a trash icon, a question mark icon, a printer icon, and a magnifying glass icon.

The only difference from the cards presented in the log stack, is the the capability to delete the card by pressing the  icon. This icon is not available in the log stack except in case of a manual deletion as described below. After the user fills in the desired information, he can either store the card in the log database by pressing the  button or throw it away with the  button.

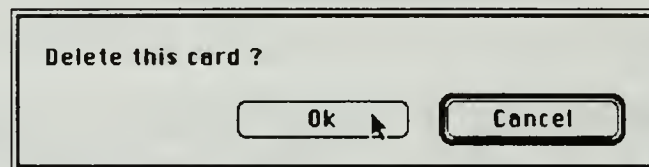


• *Del entry:* By selecting this option the user has the capability to delete a card from the log stack. The user is prompted, with the dialog box that appears below, to enter some identification for the equipment that has to be removed from the system. By doing so he invokes a search command. If the search fails and no match is found, feedback information appears on the screen, and the request is ended.



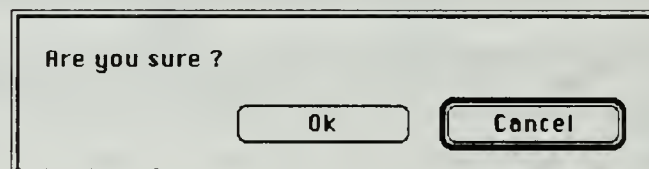
A dialog box titled "Equipment Identification to remove...". It contains a text input field with the text "LM2500". Below the input field are two buttons: "OK" and "Cancel". A mouse cursor is pointing at the "OK" button.

If a match is found the system presents the card where the match was found, and asks to verify that the card found is the one to be deleted. This dialog box follows.




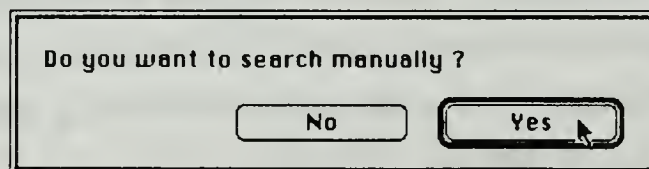
A dialog box titled "Delete this card ?". It contains two buttons: "Ok" and "Cancel". A mouse cursor is pointing at the "Ok" button.

If "Ok" is selected, the system asks the user to once again verify for his selection. This is done because the deletion of a card cannot be undone.



A dialog box titled "Are you sure ?". It contains two buttons: "Ok" and "Cancel".

If the user replies that this is not the card to be deleted, he is prompted to do a manual search, either by finding the card, or invoking a local search according to some other search pattern. At the same time, the  button appears on the screen, enabling the manual delete function. The corresponding dialog box follows.

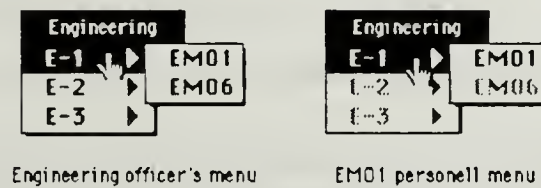


A dialog box titled "Do you want to search manually ?". It contains two buttons: "No" and "Yes". A mouse cursor is pointing at the "Yes" button.

When the desired card is found, the user is returned to the driver's menu card, to proceed with some other action.

### The division menus

There are four division menus. Each is divided into sub-menus for the various work centers. From these menus, the user goes directly to the current daily activity card for their work center. According to the access and position on board the ship a user has, the corresponding menus are activated. Samples of those menus are given below.



As shown in the diagram above, the Engineering officer has access to all the engineering work centers. On the other hand, a member of one work center has access only to their work center. Menu items that appear dim cannot be selected.

# The PMS Toolbox

## General description

The PMS Toolbox is a collection of programs that lets the SuperUser perform global manipulation of the PMS stack. Each card of this stack performs a different function. Instructions for using each function are provided on the card as help to the user.

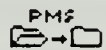
The "Toolbox" stack, at present, consists of six tools. As the need arises, additional tools can be easily added.



## The PMS Toolbox Tools

The "Add a MIP..." card: This function provides the user with the capability to add new PMS cards to the PMS database.

| MIPs in     | MIPs out |
|-------------|----------|
| 5531/001-88 |          |
| 5221/004-89 |          |
| 6645/005-79 |          |
| 6111/001-99 |          |

The user enters the names of the stacks to be added to the database in the "MIPs in" field. These stacks can consist of multiple MIP and multiple MRC cards.



This button starts the execution of the "Add a MIP..." function. A message informing the user that the program is executing appears at the bottom of the screen. The cursor changes from  to . When this is done, a dialog box appears, asking the user to verify his choice. This dialog box is shown below.



As the stacks are processed, they are removed from the left field and added to the "MIPs out" field. When the operation is complete, the "Up to Date" field of the "MIP/MRC List" card is set to "NO" to inform the user the PMS database list is updated.



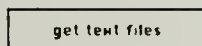
This button returns the user back to the PMS driver.



This button lets the user to exit the PMS system and return to the login card of the driver.

**The "Convert MIP-MRC file to stack" card:** This choice provides the user with the capability of converting PMS text files, consisting of MIPs and MRCs, into PMS MIP and MRC cards.

| Mips        | Ship System, Subsystem, Equipment   |
|-------------|-------------------------------------|
| 4231/001-89 | Radio Electronic Navigation Systems |
| 4461/001-87 | Security Equipment                  |
| 4501/005-89 | AN/SPA-250                          |
| 4515/554-37 | AN/SPS-55                           |
| 4524/456-49 | AN/SPS-49(V)1 2 3 4 6               |



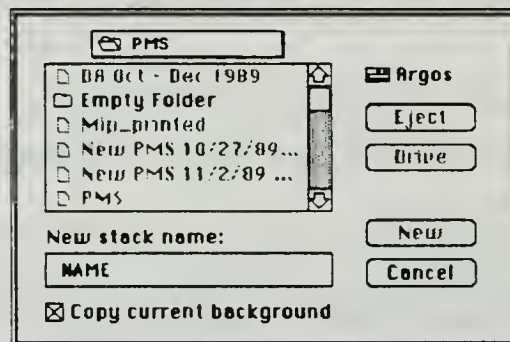
To start the process of converting text files to cards, the user must use the "get text files" button to select those files that they wish to convert. Upon selection of the button, the user is shown a standard



Macintosh file selection dialog box from which to select those files to be converted. The files selected will be shown in the field to the right of the "clear text files" button.



Once all text files have been selected ,then the user will press the button at the left to initiate the transformation process. Once the process is started, then the user will be presented with the following new stack dialog box.

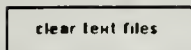


At this point the user should enter any letter or number into the dialog box and then press New. Once this is complete, the system will start reading the first text file and then will show the following information fields.

*Please be patient as this operation will take a while*

|                        |    |
|------------------------|----|
| Number of MIPs         | 14 |
| Number to go           | 13 |
| Working on 4403/001-AB |    |
| Number of MRCs         | 10 |
| Number to go           | 9  |

As the individual text files are read, the appropriate MIP number is shown in the "working on" field. Additionally the MIP number is entered into the list of MIPs.



Once the operation is complete, the user can use the "clear text file" button to clear the list of text files that have been converted to cards.

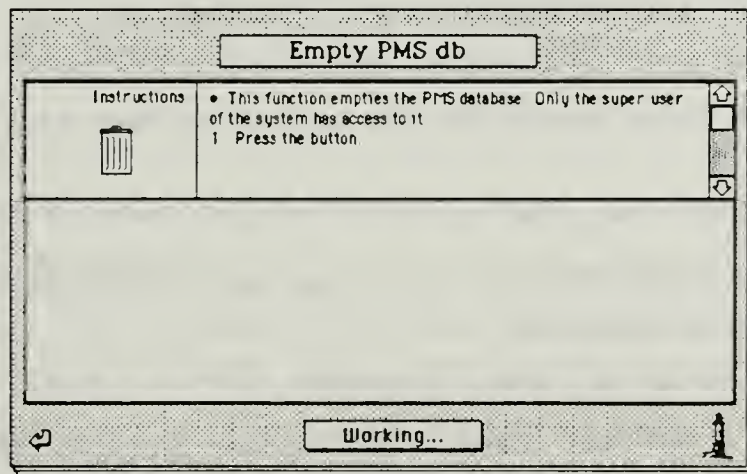


This button returns the user back to the PMS driver.



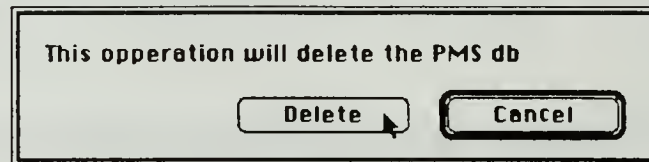
This button lets the user to exit the PMS system and return to the login card of the driver.

**The "Empty PMS database" card:** This function provides the SuperUser with the capability to empty the entire PMS database including all MIP and MRC cards. Six empty cards, that form the templates for the addition of new cards later on, are the only cards that are left in the database. This function is extremely dangerous. Additional check points are provided to ensure that the person requesting the execution of this function is the SuperUser. The card for this function is shown below.

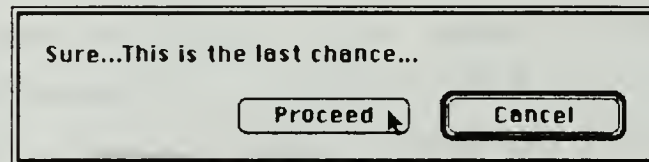






This button initiates the execution of the "Empty PMS db" function. When pressed, the user is prompted to enter their password. The system checks whether or not this person has been assigned the position of SuperUser in the Password stack and whether or not the password entered is the same as the one he used to log into the system. This provides a margin of safety by the system to prevent errors. If the check succeeds, the user is prompted with the following dialog box to verify his choice.



And again...



If the checks and warnings are successfully passed, a message informing the user that the program is executing appears at the bottom of the screen and the cursor changes from  to .



This button returns the user back to the PMS driver.



This button allows the user to exit the PMS system and return to the login card of the driver.

**The "Delete a MIP set" card:** This function provides the SuperUser with the tools to remove a MIP card along with its corresponding MRC cards. In case a MIP card is to be replaced by a newer version, this function is used to delete it. This function is

set up this way so that even if a new version of the card is added to the system before the deletion of the old one, only the old one is deleted.



**Delete old MIP/MRC set**

**Instructions:**

- This function takes a list of MIP cards and deletes them from the PMS database along with all their corresponding MRCs
- 1. Type into the left field all the MIP # you want to delete
- 2. If they are found and deleted they are going to be reported in the right field, else they will be left untouched in the left field

| MIPs to delete | MIPs deleted |
|----------------|--------------|
| 5531/001-88    |              |
| 5221/004-89    |              |
| 5645/005-70    |              |
| 6111/001-99    |              |
| 7500/010-39    |              |



This button initiates execution of the "Delete a MIP set" function . A message informing the user that the program is executing appears at the bottom of the screen and the cursor changes from  to  . As the execution proceeds, to give some feed back to the user, the MIP names are deleted from the "MIPs to delete" field and added to the "MIPs deleted" field. In the case where a MIP card is not found, it remains in the "MIPs to delete" field.



This button returns the user back to the PMS driver.



This button allows the user to exit the PMS system and return to the login card of the driver.

**The "MIP-MRC cards in PMS database" card:** By using this tool, the user has the capability to produce a list of all the MIP and MRC numbers in the PMS database. The time of execution of this operation varies from a few minutes to a couple of hours, depending of the size of the PMS database. To produce a hard copy of the results, the user can use the "Print Report" command of HyperCard.



**MIP/MRC List**

**Instructions:**

- This function makes a list of all the MIP and MRC cards in the PMS database.
- 1. Press the button.
- 2. Use Hypercard's "PRINT REPORT..." function to generate a hard copy.



| MIP #       | MRC #     |
|-------------|-----------|
| 2620/003-19 | 92 W72P N |
| 2451/801-49 | 19 W72Q N |
| 5000/001-58 | 48 W72S N |
| 3140/002-69 | 48 B2UT N |
| 5316/002-98 | 45 W72T N |
| 2521/003-88 | 45 Z57K N |
| 2521/004-88 | 96 ABCX N |
| 2340/001-49 | 45 W72U N |
| 4361/002-58 | 48 W72V N |

**Total MIP**

**Total MRC**

**Up to Date**



This button initiates the execution of the "MIP/MRC List" function. A message informing the user that the program is executing appears at the bottom of the screen and the cursor changes from  to . The MIP cards found are entered in the "MIP #" field and the MRCs in the "MRC #" field. The total number of MIP and MRC cards is shown in the corresponding fields. The "Up to Date" field is set to "YES".



This button returns the user back to the PMS driver.





This button allows the user to exit the PMS system and return to the login card of the driver.

**The "WC responsibility" card:** This function is used after a new MIP set has been inserted into the PMS database. It assigns the work centers that are responsible for the MRC cards. This is done so that when the system does the automatic scheduling, it takes this information into account and schedules the same job to be done by all the work centers involved. For example, if a MRC job requires two engineers and one electrician to perform it, the system schedules both the corresponding engineering work center and the electrical work center. All MIP cards of a ship must be inserted

into the "MIP,WC, responsibility"field. The format used to enter them is <MIP #,WC1,WC2,WC3.....>. If responsibility for some MIP cards is modified, for example to add a new work center or to delete one for a particular piece of equipment, the SuperUser deletes the "\*" from the beginning of the line the MIP is on and all the MRC's for this MIP are reprocessed. When a MIP is processed successfully, an asterisk is appended at its beginning. This allows control on which MIPs are going to be processed. Also, execution becomes much faster, because only the required or previously processed MIP cards are examined and updated. In case a MIP is not in the system, it is reported in the "Not found MIP" field . After the assignment of jobs is done, the system searches through the entire PMS database, and pulls out all the MIP cards for which no work center is assigned responsibility . This provides feed back to the SuperUser, showing duplicated MIPs in the PMS database, because work centers are only assigned once for each MIP number in the system. This avoids multiple scheduling of the same job.

| MIP, WC responsibility  |  |
|---|--|
| <b>Instructions</b><br>• This function takes a list of MIP cards and the corresponding WC they are assigned to and assigns them to the MRC cards<br>1. Type into the left field all the MIP and corresponding WC in the following format: <MIP,WC[,WC,WC.....]><br>2. A "*" is going to be appended at the beginning of all MIP cards |  |
| <b>MIP, WC list</b><br>*1501/001, ER09<br>*1651/004, CS03<br>1651/004, CS03<br>*1671/001, ER09<br>*2340/001, EH06<br>*2371/002, CS09, EH03<br>*2400/002, EH01<br>*2411/005, EH01, EH06<br>*2451/801, EH01, EH06   | <b>Not found MIP</b><br>1651/004<br>3301/001<br>4111/R18<br>4121/R15<br><b>Not processed</b><br>5161/001-99<br>5210/006-68<br>4415/004-49<br>3000/001-69 |



This button initiates execution of the "MIP, WC responsibility" function . A message informing the user that the program is executing appears at the bottom of the screen and the cursor changes from  to .



This button returns the user back to the PMS driver.



This button allows the user to exit the PMS system and return to the login card of the driver.

# The "Planning" stack

## General description

The "Planning" stack is visible and available only to the SuperUser. This stack is where new calendars, for scheduling purposes, are generated and stored. When the SuperUser asks the system to schedule the next quarter, the system generates the calendars for the quarter. The user is then presented with the calendars to set the "ship's status" for every day of that quarter. A typical card for a month is shown below.

The screenshot shows a window titled "Ship's Activities" with a sub-header "Quarter after orth: 8". Below this is a date selector showing "October 1989". The main area is a calendar grid with columns for Sun, Mon, Tue, Wed, Thu, Fri, and Sat. The grid contains dates from 1 to 31. Each date cell has a small anchor icon in the bottom right corner. At the bottom right of the window, there are four icons: a magnifying glass, a question mark, a printer, and a ship.

The user is prompted to define the ship's activities for the quarter to be scheduled.

A dialog box with the title "Set the Ship's activities for this Quarter". It contains two buttons: "Cancel" and "OK". The "OK" button has a mouse cursor icon pointing at it.

By "ship's status" or "ship's activities", we mean the classification for each individual day. The ship's status will be taken into account when the automatic scheduling is done so as to avoid unrealistic job scheduling and job distribution. When all days are classified, the SuperUser has the capability to initiate the actual job scheduling. The days are classified by clicking on the small icon at the right hand corner of each day. The meaning of each icons is as follows:



The ship is at port, at normal duty.





The ship is underway, and only PMS jobs that can be done in such a condition should be scheduled this day.



Major Holiday. No big PMS jobs should be scheduled this day, due to the unavailability of personnel.



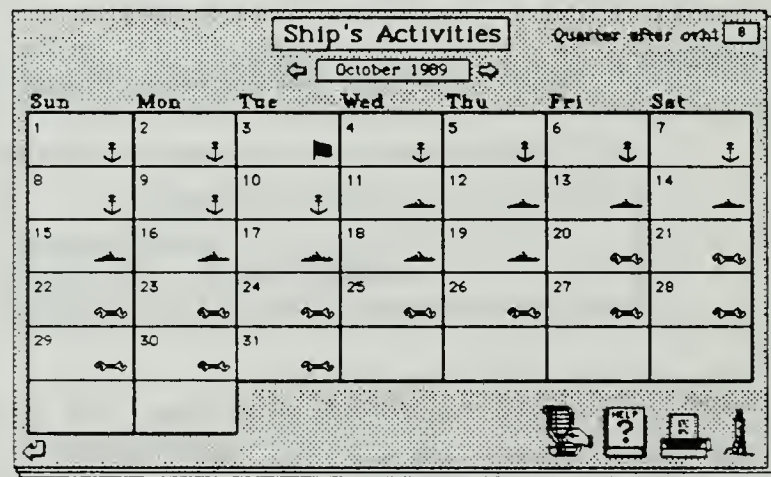
Overhaul. Any PMS job can be scheduled during this period.



Inactive status.

The program could be implemented to run faster, but the trade off would be worst job distribution and less thorough checking. The reason the decision was made to implement it this way was, that as hardware improves and faster machines are introduced, the performance of the system will directly positively be effected.

A typical calendar, showing the various days status, follows along with a detailed explanation of the available options and functions.



## The fields

- *The Quarter after ovhl field:* In the right top corner, a field indicates to the user which quarter after overhaul is the current one.

- *The Current month field:* In the middle of the screen a field indicates to the user the current month he is working on, and who's calendar is shown.

October 1989

## The buttons



Presents the next calendar month. In case this is the last month of the quarter, a dialog box appears, informing the user accordingly.

This is the last card of this Quarter.

OK



Shows the previous month.



This button initiates the execution of the "Automatic Scheduling" function. When pressed, a dialog box asking the user to verify his selection appears.

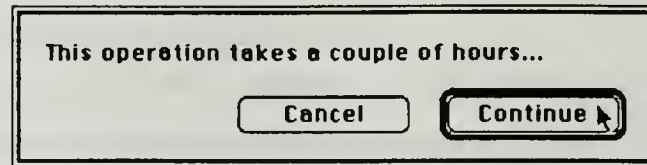
Schedule PMS jobs for this quarter ?

Cancel

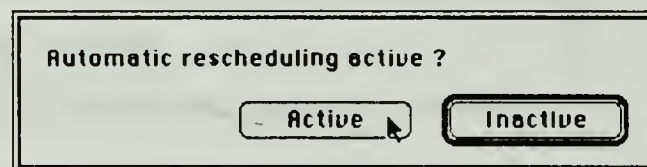
OK

If the user changes their mind, they have the opportunity, to cancel the scheduling job. The system will continue and delete all the calendar cards for this quarter and return to the PMS driver. If the user decides to

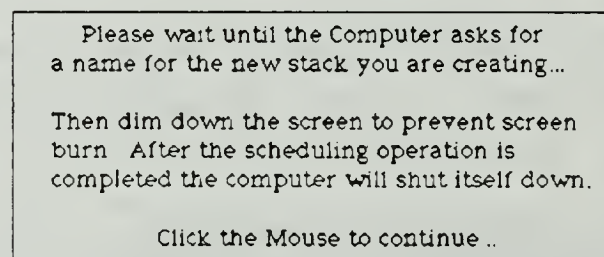
continue, they will be prompted with another dialog, to reverifiy their choice.



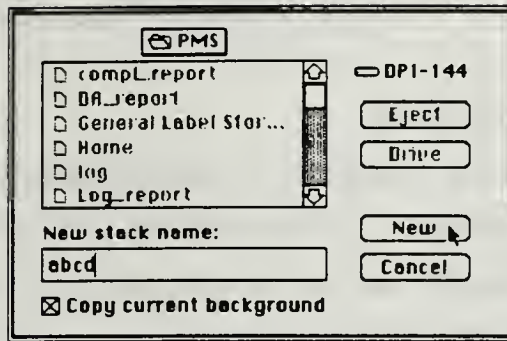
The actual scheduling takes from a couple of hours to about two days to complete. This time depends on the system's configuration, the size of the PMS database of the particular ship, and the number of work centers involved. For an FFG - 7 class ship, it takes about two days to complete. When permission to proceed is granted, the user is presented with another dialog asking him to specify whether the automatic transfer option for jobs that were not completed one day to the next should be active.



And finally a short statement of instructions is given to the user.



When the mouse button is clicked, the user is presented with the standard HyperCard "New Stack..." dialog box to name the new stack to be generated.



In this dialog box a string of at least one character should be entered. The string can be any random sequence of characters, because the correct name of the stack is going to be set by the system. Then either "New" should be selected or the return key pressed. The system will start the automatic scheduling process. Upon completion, the computer will be shut down automatically.



The "Help" button invokes the on-line context sensitive help function of the system. More information about this function can be found on the description of the "Help" stack of this manual.



The print button prints the current quarter's calendar.



This button returns the user back to the PMS driver.



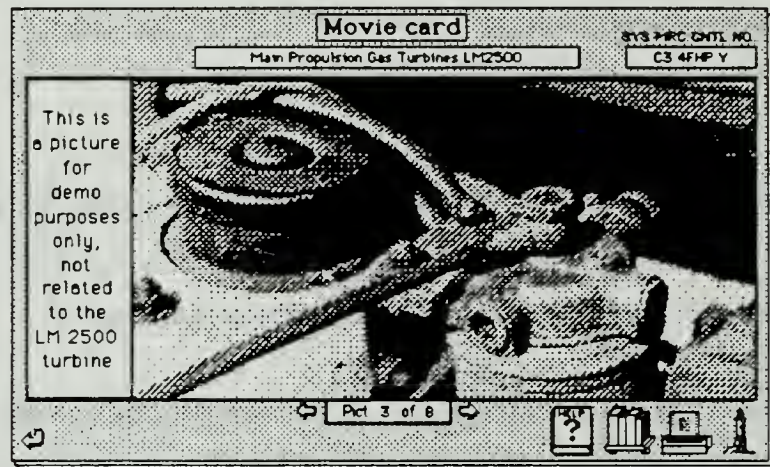
This button allows the user to exit the PMS system and return to the login card of the driver.



## The "Movies" stack

### General description

The "Movies" stack is a collection of images taken with an ordinary 35mm camera and scanned into the system. Its purpose is to give the user a better feel of the maintenance to be completed, and to point out intricate parts of the actual PMS job. The images show parts that are hard to describe and/or jobs that are difficult to complete without on the spot supervision. This function will play a big role in the training of the personnel and should help them perform the maintenance jobs, unattended. It will also give them the capability to review a particular job at their own pace, plus it will give an instructor the tools to explain a job better before it is performed. A sample picture for the C3 4FHP Y MRC card is shown below.



### The fields

- *The Equipment field:* At the top of each card, a field shows the user the name of the equipment to which the image belongs. This name is the same name that is shown on the top of the corresponding MRC card.

Main Propulsion Gas Turbines LM2500

- *The Sys MRC cntl no field:* On the right top corner of each picture card, a field labeled "SYS MRC CNTL NO" shows the MRC card number to which this image belongs.

- *The "Pict of" field:* At the bottom of each picture card, a field informs the user how many images belong to this particular MRC job and on which image they are currently on.

Pict 3 of 8

## The buttons



This button shows the user the next image that belongs to this same MRC job. On the last card for each job, this arrow does not appear.



This button shows the user the previous image. In case this is the first image of a set, the arrow is not visible.



The "Help" button invokes the on-line context sensitive help function of the system. More information about this function can be found on the description of the "Help" stack of this manual.



The print button prints a copy of the picture.



This button returns the user back to the MRC card they were on when they invoked the "movies" function.



This button allows the user to exit the PMS system and return to the login card of the driver.

# The "Password" stack

## General description

The "Password" stack is the stack in which one card for each person that has access to the system is stored. Each user has a card, tied to his password, that contains all the information on what they have access to. This way the system restricts the user from accessing functions they are not eligible for. If somebody tries to open this stack and review or change its contents, the program forces them out the PMS system. Private access to the system thus is accomplished. The password system's card is divided to five different parts. The parts for a typical division officer, along with the description of each, are shown below. By selecting one of the five different stack buttons at the top, we gain access to the various sections of the password system. The SuperUser then selects the items by marking the appropriate boxes that the person whose card he is working on to have access to. Each entry corresponds to an item in the various menus of the PMS system. After the desired items have been set, the SuperUser can store, print or delete the current card by pressing the respective buttons at the top of the card. The very first time the PMS system is used, a card, named "installer", is provided to allow full access to the system by the person who is installing the system. This password should be changed immediately.

## The fields

- *The Rank/Name field:* contains the rank and name of the person to which the card belongs.

Rank / Name : .....

- *The Position field:* contains the current position of the individual on board the ship. One card in the stack must contain the name "Super User", for the SuperUser of the system to allow him access to the functions available only to him.

Position : .....

- *The Password field:* This field is not accessible directly by anyone. It contains the password of the person to which the card belongs. The field may not be seen by even the SuperUser or the owner. The only way it can be changed is through the PMS driver menu selection. This field, initially set to "me" for every new user, can be changed the first time they log into the system.

- *The "Set Access To" field:* This field shows to the user the general category he is setting access to. The word in bold typeset, is one of the five names of the various categories.

## SET ACCESS TO **WC Access**

### The buttons



**General** This button presents to the SuperUser the general access menu. It controls access to the PMS menu of the driver.

**Personal Access Information**

Rank / Name: Lt D Engineer Position: Engin Officer

SET ACCESS TO: **General** General WC Access Equip Log DA Cards Toolbox

General

|   |   |   |
|---|---|---|
| <input checked="" type="checkbox"/> Password              | <input checked="" type="checkbox"/> Spot checks   | <input checked="" type="checkbox"/> Print   |
| <input type="checkbox"/> Add new member                   | <input type="checkbox"/> For entire ship  | <input type="checkbox"/> Today's DA cards - all   |
| <input type="checkbox"/> Remove a member                  | <input checked="" type="checkbox"/> For one WC  | <input checked="" type="checkbox"/> Today's DA card - 1 WC                                  |
| <input type="checkbox"/> Change member's access           | <input checked="" type="checkbox"/> Go  | <input checked="" type="checkbox"/> MRC card <input checked="" type="checkbox"/> MIP card   |
| <input checked="" type="checkbox"/> Change my password    | <input checked="" type="checkbox"/> MRC card <input checked="" type="checkbox"/> MIP card | <input checked="" type="checkbox"/> Log card  |
| <input checked="" type="checkbox"/> Reports & messages    | <input checked="" type="checkbox"/> Log card  | <input type="checkbox"/> Schedule   |
| <input checked="" type="checkbox"/> % done diagram - 1 WC | <input type="checkbox"/> Navy message   | <input type="checkbox"/> Next quarter   |
| <input type="checkbox"/> % done diagram - all WC          | <input checked="" type="checkbox"/> Ext. rep req  | <input checked="" type="checkbox"/> Equipment log   |
| <input checked="" type="checkbox"/> Bar coded label       |   | <input checked="" type="checkbox"/> Add entry <input checked="" type="checkbox"/> Del entry |



**WC Access** This button presents to the SuperUser, the work center menus. It is used to control access to the DA cards for the various work centers.



| Personal Access Information  |   |
|--|---|
| Rank / Name  | Lt.D. Engineer                                |
| Position   | Engrn. Officer                                |
| SET ACCESS TO  | General VC Access Equip. Log DA Cards Toolbox |
| <div> <div> <b>Engineering</b><br/> <input checked="" type="checkbox"/> E-1<br/> <input checked="" type="checkbox"/> EMO1<br/> <input checked="" type="checkbox"/> EMO6<br/> </div> <div> <input checked="" type="checkbox"/> E-2<br/> <input checked="" type="checkbox"/> EMO2<br/> <input checked="" type="checkbox"/> EMO3<br/> </div> <div> <input checked="" type="checkbox"/> E-3<br/> <input checked="" type="checkbox"/> EMO4<br/> <input checked="" type="checkbox"/> EMO5<br/> <input type="checkbox"/> EMO9<br/> </div> </div>                          |   |
| <div> <div> <b>Support</b><br/> <input type="checkbox"/> S-1<br/> <input type="checkbox"/> SS02<br/> </div> <div> <input type="checkbox"/> S-2<br/> <input type="checkbox"/> SS06<br/> </div> <div> <input type="checkbox"/> S-3<br/> <input type="checkbox"/> SS03<br/> <input type="checkbox"/> SS05<br/> <input type="checkbox"/> SS07<br/> </div> <div> <input type="checkbox"/> S-4<br/> <input type="checkbox"/> SS01<br/> <input type="checkbox"/> SS04<br/> </div> </div>  |   |
| <div> <div> <b>Ship Control</b><br/> <input type="checkbox"/> SC-1<br/> <input type="checkbox"/> OC01<br/> </div> <div> <input type="checkbox"/> SC-2<br/> <input type="checkbox"/> OC02<br/> </div> <div> <input type="checkbox"/> SC-3<br/> <input type="checkbox"/> OC03<br/> </div> </div>   |   |
| <div> <div> <b>Combat Systems</b><br/> <input type="checkbox"/> CS-1<br/> <input type="checkbox"/> CS01<br/> <input type="checkbox"/> CS02<br/> </div> <div> <input type="checkbox"/> CS-2<br/> <input type="checkbox"/> CS03<br/> </div> <div> <input type="checkbox"/> CS-3<br/> <input type="checkbox"/> CS04<br/> <input type="checkbox"/> CS05<br/> <input type="checkbox"/> CS06<br/> </div> <div> <input type="checkbox"/> CS-4<br/> <input type="checkbox"/> CS07<br/> <input type="checkbox"/> CS08<br/> <input type="checkbox"/> CS09<br/> </div> </div> |   |



**Equip. Log** This button presents to the SuperUser the options available in the Equipment log stack. In general, access to these functions is given only to division officers and higher.

| Personal Access Information  |   |
|--|---|
| Rank / Name  | Lt.D. Engineer                                |
| Position   | Engrn. Officer                                |
| SET ACCESS TO  | General VC Access Equip. Log DA Cards Toolbox |
| <div> <div> <b>Mfctr Data</b><br/> <input checked="" type="checkbox"/> Dial mfctr<br/> <input checked="" type="checkbox"/> Modify mfctr data<br/> </div> <div> <b>Publications</b><br/> <input checked="" type="checkbox"/> Go to pub<br/> <input checked="" type="checkbox"/> Modify pubs<br/> </div> <div> <b>Drawing numbers</b><br/> <input checked="" type="checkbox"/> Go to drawing<br/> <input checked="" type="checkbox"/> Modify drawings<br/> </div> </div> |   |
| <div> <div> <b>Date</b><br/> <input checked="" type="checkbox"/> Enter today's date<br/> <input checked="" type="checkbox"/> Remove date<br/> <input checked="" type="checkbox"/> Enter other date<br/> </div> <div> <b>Remarks</b><br/> <input checked="" type="checkbox"/> Add date<br/> <input checked="" type="checkbox"/> Modify remarks<br/> </div> </div>   |   |



**DA Cards** This button presents to the SuperUser the options for the Daily Activity cards. Every one on board ship is given access to these cards. According to the different options selected, different menus become available to them.

**Personal Access Information**

Rank / Name : Lt R. Engineering Officer Position : Engrn Officer

SET ACCESS TO

DA Cards General WC Access Equip Log DA Cards Toolbox

PMS Menu

☒ Check job ☒ Notes ☒ Equipment log ☐ Personnel ☒ Comment

☒ Done ☒ Fill ☒ Go to log ☐ Assign job

☒ Cancel check ☒ See ☐ Add job to log ☐ Rmv person

☐ Cancel PMS job ☐ See all ☒ Go ☒ MRC card ☒ MIP card

Repair Maintenance

☐ Arrange repair job ☒ Check repair job

☐ Add a job ☒ Done

☐ Delete a job ☒ Cancel check

☐ Transfer a job ☐ Cancel repair job



**Toolbox** This button presents to the SuperUser, the Toolbox access menu. It controls access to the Toolbox menu of the driver. In general, only the SuperUser has access to this functions.

**Personal Access Information**

Rank / Name : Lt D. Engineer Position : Engrn Officer

SET ACCESS TO

Toolbox General WC Access Equip Log DA Cards Toolbox

Toolbox Access

☒ Toolbox

☒ Add more MIP cards

☒ Convert MIP-MRC file to stack

☒ Empty PMS database

☒ MIP-MRC cards in PMS database

☒ Delete a MIP set

☒ WC responsibility



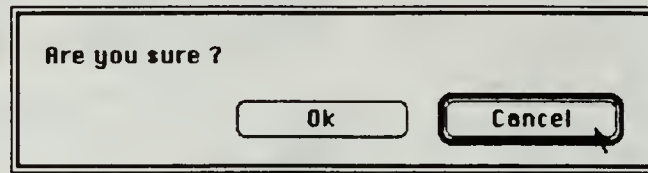
This button is an overloaded button. Its function is to store the current card in the password database if it is new or to return the SuperUser to the PMS driver if it is a reviewed one.



This button produces a hard copy of the five categories for review purposes.



This button deletes the current card. When pressed, the user has the option of either cancelling the operation or proceeding by selecting the appropriate button.



After the user is through with this operation, he is automatically returned to the PMS driver's menus.

## The Daily Activity stack

If the PMS driver stack can be compared to the bridge of a ship, the Daily activity stack is the engineering control room. This is where most of action takes place.

A Daily activity stack is automatically generated every time a new quarter is scheduled. The stack consists of two kinds of cards. The first, the "Automatic job Scheduling Status Card", holds information about the job scheduling done for this quarter. The second, the actual Daily activity cards, stores information about the jobs which must be done every day. In depth description of each of these cards and their functions is given below.

### The "Automatic Job Scheduling Status Card"

For every work center, one card of this type is generated and set at the beginning of each quarter. This card exists to help the division officer evaluate the system, according to the information found here, so that corrective action can be taken to improve the overall performance of the PMS system. Everything that went wrong during the scheduling process is reported here. A graph gives a visual feedback showing the distribution of the jobs throughout the quarter. Also, jobs that were not scheduled are reported along with the reason automatic scheduling has failed.

| Automatic Job Scheduling Status Card  |                            |
|---|----------------------------|
| Quarter:  | Oct-Dec 1989               |
| Work Center:  | EM03                       |
| Q after Ovhl:   | 1                          |
| Ship Status:  | active                     |
| Cumulative Q:   | 5                          |
| MIP:  | 2371/002-98<br>3000/001-88 |
| MRC:  | 13 4MLX N<br>86 4MLY N     |
| <b>Day/mh distribution chart</b>  |                            |
|   |                            |
| <b>Unscheduled</b>  |                            |
| 3000/001-88 MIP not in the PMS DB<br>3112/002-88 MIP not in the PMS DB<br>0124/005-88 MIP not in the PMS DB   |                            |
| <b>MRC #, Periodicity, m/h, status, related maintenance, WC involved</b>  |                            |
| 26 X91G N,1,3.0,ABCD,N,EM02 EM03 EM06<br>88 6XBF N,1,2.0,ABCD,N,EM03<br>26 4PLD N,1,1.6,ABCD,N,EM03<br>69 092H N,1,0.4,ABCD,N,EM03 EM04<br>A2 4GY2 N,1,0.5,ABCD,N,EM03<br>A6 8KEX N,1,0.5,ABCD,N,EM03 |                            |

### The fields

- The "Quarter" field: shows the name of the quarter scheduled.



Quarter:

• The "Work Center" field: shows the name of the work center to which the card belongs.

Work Center:

• The "Quarter after Overhaul" field: shows the number of the quarter since the last major ship's overhaul was.

Q after Ovhl:

• The "Ship Status" field: Two values , "Active" or "Inactive", represent the current ship status. The reason this field is here is because jobs are to be done according to the ship's status.

Ship Status:

• The "Cumulative quarter" field: The cumulative quarter is a number that shows the number of quarters since the PMS system was installed. The purpose of this number is for scheduling jobs that do not belong in a quarter, such as six-month and annual jobs. By using the mod function, the system can decide which jobs, with a periodicity greater than "quarterly", should be scheduled and which should be skipped. This way the system totally eliminates the need of "long term" scheduling and is able to directly produce the daily activity cards.

Cumulative Q:

• The "MIP" field: In this field all MIP cards for the particular work center are listed.

MIP: 

|             |   |
|-------------|---|
| 2371/002-98 | ↑ |
| 3000/001-88 | ↓ |

- *The "MRC" field:* In this field all MRC cards for the particular work center are listed.

|             |           |   |
|-------------|-----------|---|
| <b>MRC:</b> | 13 4NLX N | ↑ |
|             | 86 4NLY N | ↓ |
|             | 25 6NHL N |   |

- *The "Unscheduled" field:* This field is one of the most important for the whole system, because it gives feedback information to both the PMS coordinator and the division officer. It shows which jobs could not be automatically scheduled along with the reason the system failed to do so. Some jobs, like "situation requirement" jobs, cannot be scheduled automatically and the division officer should schedule them manually. In this field, MIP and MRC cards not in the PMS database are reported so that the PMS coordinator can add them. The system also reports jobs, with a periodicity longer than "quarterly", if the desired quarter to be scheduled is not set. This function is explained in detail in the description of the "data" field of the MRC cards in the appropriate section of this manual.


#### Unscheduled

|               |                       |   |
|---------------|-----------------------|---|
| 3000/001-88 : | MIP not in the PMS DB | ↑ |
| 3112/002-88 : | MIP not in the PMS DB | ↓ |
| 3121/005-88 : | MIP not in the PMS DB |   |

- *The "MRC#, Periodicity, m/h, status,related maintenance,WC involved" field:* After the system searches the PMS database and finds out whether the MRC cards exist or not, it sets up information in this field relevant to each MRC card it is going to schedule. Then it deletes this job, from the other involved work centers so that the same job is scheduled on the same day for all the work centers. After this field is set for all work centers, the system takes the MRC jobs, one by one, and performs the scheduling.

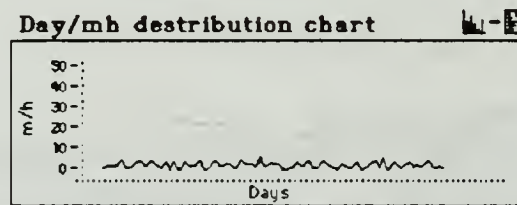
| MRC #, Periodicity, m/h, status, related maintenance, WC involved |  |   |
|---|--|---|
| 26 X91G N,L,3.0,ABCD,N,EM02 EM03 EM06                             |  | ↑ |
| 88 6XBF N,L,2.0,ABCD,N,EM03                                       |  |   |
| 26 4PLD N,L,1.6,ABCD,N,EM03                                       |  | ↓ |
| .69 092H N,L,0.4,ABCD,N,EM03 EM04                                 |  |   |
| A2 4GY2 N,L,0.5,ABCD,N,EM03                                       |  |   |
| A8 8KPK N,L,0.5,ABCD,N,EM03                                       |  |   |

- The "Day/mh distribution chart" field: This field is presented in two ways according to what information the user wishes to extract from it. The first is the list view, where the user can see each day, along with the man/hours that PMS jobs have loaded it. An example of this view is shown below.

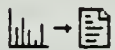
Day/mh distribution chart 

|                  |       |
|------------------|-------|
| Sun, Oct 1, 1989 | : 0.7 |
| Mon, Oct 2, 1989 | : 1.6 |
| Tue, Oct 3, 1989 | : 2.2 |
| Wed, Oct 4, 1989 | : 1.4 |
| Thu, Oct 5, 1989 | : 1.4 |
| Fri, Oct 6, 1989 | : 4.3 |
| Sat, Oct 7, 1989 | : 0.6 |

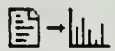
The second is the graph view. The same information is presented in a graphic form allowing the user an immediate view of whether or not the scheduling has been done an efficiently. The smoother the curve, the smaller the peaks(the difference between minimum and maximum in the m/h scale), the better the scheduling has been done. The graphic form, for the data above, follows.



## The buttons



This button changes the view of the days/mh distribution field from graph to list.



This button changes the view of the days/mh distribution field from list to graph.



When the user presses and holds down this button, they are presented with the pop-up menu shown below. It allows the user to choose from which field a printed copy is to be generated.

|                               |
|-------------------------------|
| <b>MIP #</b>                  |
| <b>MRC #</b>                  |
| <b>MH destitution</b>         |
| <b>Scheduling Information</b> |
| <b>Unscheduled Jobs</b>       |

## The "Daily Activities Card"

The "Daily Activity" cards are located after the "Automatic Job Scheduling Status" cards in the Daily Activity stack. One card is generated for each work center for each day of the quarter. This card serves two purposes. The first as an assignment sheet, where the jobs, both for preventive and repair maintenance, that a work center has to do are found. The second is for storage for later reference and reports generation. The user proceeds directly from the work center menus of the PMS driver to the DA card of today. If this is the first time the card is opened for the day, automatic rescheduling of uncompleted jobs from the previous day takes place. In a typical day, the person responsible for assigning the PMS jobs, assigns them using the "Personnel" function as described below. The division officer and the head of the work center, using the PMS man/hours for the day as a reference, can assign repair maintenance jobs to be done for the particular day. In case they feel that a job can wait until the next day, they can leave the job unassigned and the job will automatically be transferred to the next day. The card is divided to two parts. The top part for Preventive maintenance and the bottom part for the repair maintenance. Those two parts are described further on..

☒ rescheduled

| Daily Activities Card      |   |                              |     | Work Center |   |
|----------------------------|---|------------------------------|-----|-------------|---|
| Thursday, November 9, 1989 |   |                              |     | EM03        |   |
| Job completed by           | MRC entl #  | PMS Comments                 | log | log         | ✓ |
| EM03 - wv-member 2         | 52 6FDE N   | See Attached Notes           | 3   | ✓           | ✓ |
|                            | 86 6FDJ N   | Missing MRC card             | 4   | ✓           | x |
| EM03 - wv-member 9         | 88 4FLE N   | See measurements on log card | 2   | ✓           | ✓ |
| EM03 - wv-member 10        | 35 6EXV N   | Job completed successfully   | 10  | ✓           | ✓ |
| EM03 - wv-member 10        | A7 Y590 N   | See Attached Notes           | 0   | ✓           | ✓ |
|                            | 19 B4CP N   | Tools not available          | 0   | ✓           | x |
| EM03 - wv-member 2         | 94 6URV N   | See Attached Notes           | 0   | ✓           | ✓ |
| <b>Repair Maintenance</b>  |   |                              |     |             |   |
| 1                          | Replacement of feed bushing of gas turbine        |                              | 1   | ✓           | ✓ |
| 2                          | Drill Fire at lub oil pump #1                     |                              | 3   | ✓           | ✓ |
| 3                          | Preparation of equipment for ship going under way |                              | 0   | ✓           | x |
| 4                          |   |                              |     |             |   |
| 5                          |   |                              |     |             |   |
| 6                          |   |                              |     |             |   |
| 7                          |   |                              |     |             |   |

PMS m/h 14  
 Completed 80



## The fields

- *The "Date" field:* This field contains the date of the card being are looking at.

Thursday, November 9, 1989

- *The "Work Center" field:* This field contains the name of the work center the card belongs to.

Work Center

EM03

- *The "PMS m/h" and "Completed" field:* This field consists of two parts. The top, labeled "PMS m/h", contains the total man/hours that are needed to complete all the PMS jobs for the day. The second, labeled "Completed", contains the percentage of PMS jobs that are completed and the m/h. This field is updated every time a change takes place in the status of the PMS jobs. This field is also used to generate the report graphs.

|           |      |
|-----------|------|
| PMS m/h   | 1.4  |
| Completed | 80 % |

- *The "Status" field:* This field contains icons instead of characters. The icons are the same ones described in the description of the "Planning" stack and are set by the SuperUser during the scheduling process.



- *The "rescheduled" field:* This technically speaking is a button, but since it acts like a field, it is described here. This field is X-ed out when rescheduling has been done for the card we are looking at. If we look at tomorrow's card, this field is empty. It serves both as a reference and as an indication to the system of how many days must be rescheduled. This means that if no one opens the DA card for a particular work center for several days, the first time today's card is opened, rescheduling will take place for the previous days that were not rescheduled. The jobs from all those days will be transferred forward.

## The buttons



This button shows the user the next day's DA card. If this is the last card of a quarter, the user may not go to another work center.



This button shows the user the previous day's DA card. If this is the first card of a quarter, the user may not go to another work center.



This is a set of two buttons at the bottom of the card. They serve the purpose of scrolling the fields of the card allowing users to see contents of the field out of view. The top arrow button scrolls the top set of fields up, while the bottom arrow button scrolls the bottom set of fields up.



This set of buttons function exactly as above, except they scroll the corresponding fields down.



This button invokes the search function of the system. Searches are global, but only relevant for the work center from which called. The user is prompted to enter the search string in the following dialog box. The string can be a whole word or part of a word.

A rectangular dialog box with a double border. At the top, it says "Search for what ?". Below this is a text input field containing the word "buster". At the bottom right, there are two buttons: "OK" and "Cancel". The "OK" button has a mouse cursor icon pointing at it.

If the desired string is not found, the user is informed.

A rectangular dialog box with a double border. It contains the text "String not found". At the bottom right, there is an "OK" button with a mouse cursor icon pointing at it.



The "Help" button invokes the on-line context sensitive help function of the system. More information about this function can be found on the description of the "Help" stack of this manual.



This button is a link to the Technical library. The current card is temporarily stored away and the user is presented with the Technical library stack.



The print button prints a copy of the current card. The format of the DA card is printed slightly different from that viewed on screen. This is so the fields can be expanded to their full length. This function can be invoked directly from the PMS driver, to print the current day's card. The printed copy can be used for reference during the day's job assignment and as a report for the day.



This button returns the user to the menu card of the PMS driver.



This button allows the user to exit the PMS system and return to the log-in card of the driver.

## Preventive Maintenance (top part)

### The fields

- *The "Job completed by:" field:* In this field the division officer or the work center supervisor assigns the name of the person or persons who are going to perform the PMS job. The individual(s) is responsible for ensuring that the job is completed and for assigning notes and comments to the job. If a job has no name in this field, it means that the division officer or work center supervisor, desires that the job be carried forward to the next day.

| Job completed by :  |
|---------------------|
| EM03 - wc-member 2  |
| EM03 - wc-member 9  |
| EM03 - wc-member 10 |
| EM03 - wc-member 10 |
| EM03 - wc-member 2  |

• *The "MRC cntl #" field:* In this field, the system automatically enters the PMS jobs to be performed . Jobs not completed during the previous days are moved forward and placed following the jobs that were originally scheduled for the day.

| MRC cntl # |
|------------|
| 52 6FDE N  |
| B6 6FDJ N  |
| 88 4FLE N  |
| 35 6EXW N  |
| A7 Y59Q N  |
| .19 B4CP N |
| 94 6URV N  |

• *The "Comments" field:* This field is where short comments are placed for a particular job. The person making the comments, can either pick one from the list as described in the menus' description or write their own.

| Comments                      |
|-------------------------------|
| See Attached Notes.           |
| Missing MRC card              |
| See Attached Notes.           |
| This is a very long string to |
| Tools not available           |

• *The " ⇨" field:* In this field we can find an integer number. This number indicates how many days a job has been delayed from its original scheduling. This number, placed here by the system, is used by the division officer or work center supervisor to assign priority of a job over a another job that has been delayed for fewer days.

• *The " log " field:* In this field we find a "✓" mark if the job has been transferred into the equipment's log page.



- The "📄" field: A "✓" mark is found in this field if notes associated with this job exist.
- The "✓" field: In this field a "✓" mark indicates that the job has been completed successfully. An "x" mark indicates that the job has been canceled.

An instance of the above four mentioned fields follows.

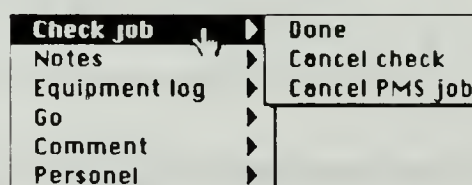
|    |     |   |   |
|----|-----|---|---|
| 📄  | log | 📄 | ✓ |
| 3  |     | ✓ | ✓ |
| 4  | ✓   |   | x |
| 2  |     | ✓ | ✓ |
| 10 | ✓   |   | ✓ |
| 0  |     |   | ✓ |
| 0  |     |   | x |
| 0  |     |   | ✓ |

Note: The 📄 symbol in any of the above fields indicates that a pop-up menu is associated with this field, and the user can click in the field to show the different options available to them according to their access.

## The menus

When the user holds down the mouse button in a field with the 📄 sign, they are presented with the following menus. The menus take information from the item they are popped up from. The actions taken apply to the particular selected item.

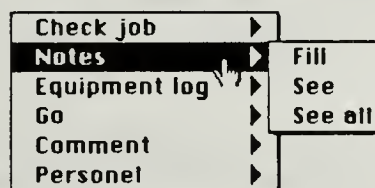
**The "Check job" choice:** When this item is selected, the user can do one of the operations on the job whose line they invoked the menu from.



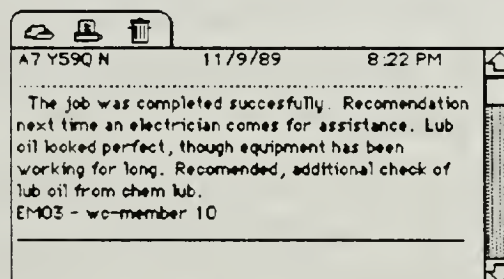
- "Done": This item is available to everyone that has access to the system. By selecting it, a "✓" mark is assigned in the ✓ field next to the job selected.
- "Cancel check": This item is available to everyone that has access to the system. By selecting it, a job that has been checked "completed" gets unchecked. This operation cancels the previous one.

- **"Cancel PMS job":** This item is available only to the division officer, PMS coordinator and work center supervisors. This function is used to cancel a PMS job either because it is already scheduled or because the person who has authority to cancel it thinks that it no longer applies to a day or to the ship's current situation. When selected, an "x" mark is assigned to the field next to this job. It is advisable that a relevant note or short comment be made explaining the reason the job was canceled.

**The "Notes" choice:** When this item is selected, the user is presented with the three item sub-menu shown below.



- **"Fill":** When this item is selected, the system either creates a new "note page" if one has not already been created or opens the existing one if notes have been previously assigned to this job.

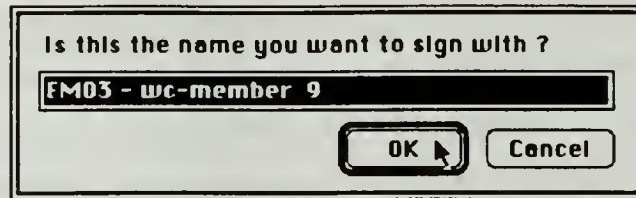


On opening a "note page", the system automatically assigns the MRC #, the date and the time. After the user types in notes or comments about the job performed, three options, activated by the corresponding icons at the top flap of the "note page", are available.



This button stores the note after signing. When pressed, a dialog pops up asking the user for the name he wishes to sign with. As a default, the name of the person responsible for the PMS job is given. Further checking can

be forced , if needed, by modification of the program. For the time being, it is not considered necessary.



This button generates a printed copy of the "note page".



This button discards the whole note if the user thinks that it is no longer needed. Prior to throwing the note away, the following dialog box warns the user.



- *"See"*: When this item is selected, the user can review, but not alter, any note. This function protects the system from unauthorized alteration of information but still allows the reviewing of notes. Buttons with the same functions as above are provided, but without the signature capability.

- *"See all"*: This item, generates a list of all the notes for the particular day. It is provided as a way for the division officer or department head to view all the jobs and the notes associated with them for their work centers. The options are the same as above, but without the "delete note" button, because the information in this field is generated from scratch every time, it is requested.

|  |          |         |
|--|----------|---------|
| 52 6FDE N  | 11/9/89  | 6:11 PM |
| Tools were not appropriate.<br>EM03 - wo-member 7  |          |         |
| A7 Y590 N  | 11/9/89  | 8:22 PM |
| The job was completed successfully. Recommendation<br>next time an electrician comes for assistance. Lub<br>oil looked perfect, though equipment has been<br>working for long. Recommended, additional check of<br>lub oil from ohem lub.<br>EM03 - wo-member 10 |          |         |
| 98 4FLE N  | 11/11/89 | 9:32 AM |

The "Equipment log" choice: When this item is selected, the following menu appears.

|                      |   |                             |
|----------------------|---|-----------------------------|
| Check job            | ▶ |                             |
| Notes                | ▶ |                             |
| <b>Equipment log</b> | ▶ | Go to log<br>Add job to log |
| Go                   | ▶ |                             |
| Comment              | ▶ |                             |
| Personel             | ▶ |                             |

- "Go to log": This selection shows the corresponding log card, provided a card exists and the link has been set up, as described in the "PMS stack" description of this manual, to the particular piece of equipment to which this job belongs.

- "Add job to log": When this selection is chosen, the job and today's date, are transferred to the appropriate card of the log stack. This function should be used with care to avoid transferring jobs that are not important or excluding vital maintenance jobs from being transferred. Future releases of the system should perform this transfer automatically, when a job is completed according to a preset look up table.

The "Go" choice: This item has two sub-choices to select from.

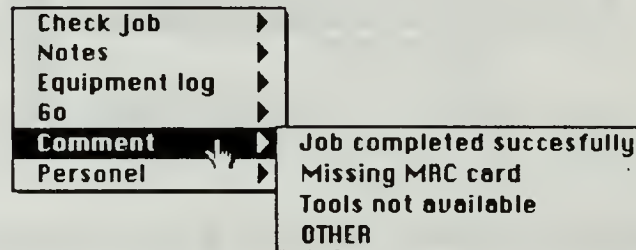
|               |   |                      |
|---------------|---|----------------------|
| Check job     | ▶ |                      |
| Notes         | ▶ |                      |
| Equipment log | ▶ |                      |
| <b>Go</b>     | ▶ | MRC card<br>MIP card |
| Comment       | ▶ |                      |
| Personel      | ▶ |                      |

- "MRC card": By selecting this item, the user can see the MRC card, from which the function was invoked.

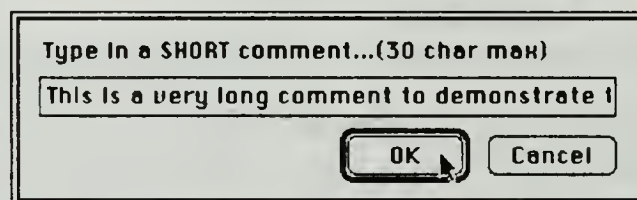


• *"MIP card"*: This function shows the user the corresponding MIP card of the piece of equipment to which the MRC he clicked on refers.

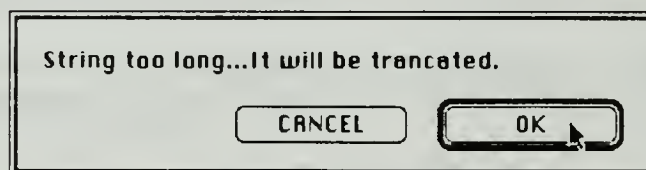
**The "Comment" choice:** This item allows the user to add a short comment next to the MRC job, about its implementation.



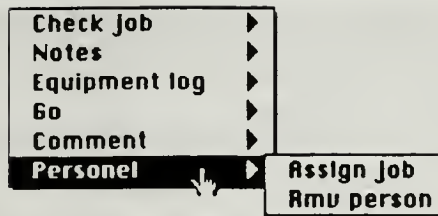
The user has the choice of either selecting one of the predefined items from the list or adding their own by selecting the "OTHER" choice. If the "OTHER" choice is selected, the following dialog appears, asking to enter a comment up to thirty characters long.



In case the string entered is longer than the thirty characters allowed, the user is presented with another dialog, requesting whether they want the comment entered to be truncated to fit.




**The "Personnel" choice:** This choice is available to division officers, work center heads and the SuperUser . It has two functions.



• **"Assign job"**: This function allows the user to assign the MRC jobs of the day to individuals. When selected, a list of the available personnel for the particular work center is presented.

| Job completed by : | MRC cntl  | Available Personnel |
|--------------------|-----------|---------------------|
| EM01 - wc-member 6 | 57 8DUN N | EM01 - wc-member 1  |
| EM01 - wc-member 2 | 94 6URV N | EM01 - wc-member 2  |
|                    | 15 6EUT N | EM01 - wc-member 3  |
|                    | 56 6ETJ N | EM01 - wc-member 4  |
|                    | 15 6EVH N | EM01 - wc-member 5  |
|                    | A2 6EUY N | EM01 - wc-member 6  |
|                    |           | EM01 - wc-member 7  |
|                    |           | EM01 - wc-member 8  |
|                    |           | EM01 - wc-member 9  |
|                    |           | EM01 - wc-member 10 |
|                    |           | EM01 - wc-member 11 |
|                    |           | EM01 - wc-member 12 |

**Repair**

The user, first clicks on a person's name in this field to select him. The name selected becomes highlighted. After the name selection, next click on the line of the mrc job to assign this person is transferred their name to this line. The whole assignment process takes only few seconds. A persons name can be overwritten by another selection if the user changes his mind. To remove the name list from the screen, the  button must be pressed.

• **"Rmv person"**: This function removes the name assigned from the line from which it was invoked.

## The Repair or Corrective Maintenance (bottom part)

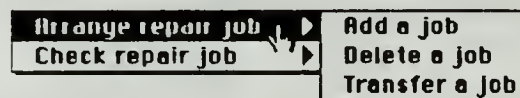
### The fields

The fields in this part are the same as the described above. The only difference one is the "Repair Maintenance" field which is the one described below.

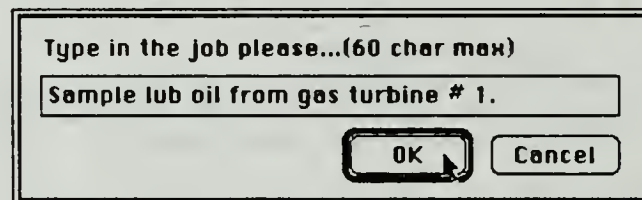
- **"Repair Maintenance"**: This field is filled in manually by the division officer or the work center head. As the icon on the top right corner indicates, there is a pop up menu assigned to it. Here they can add repair maintenance jobs for the day, or training subjects for the particular work center. To do this, the user consults the total m/h number for the day in order to avoid overloading it, and then presses the mouse button within the field. The following pop up menu appears.

## The menu

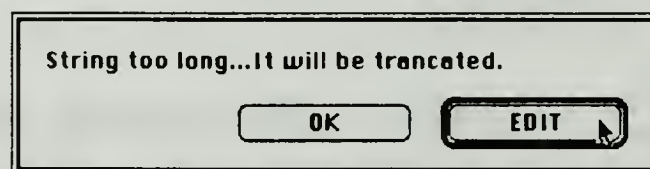
The **"Arrange repair job"** choice: This choice has three sub-choices.



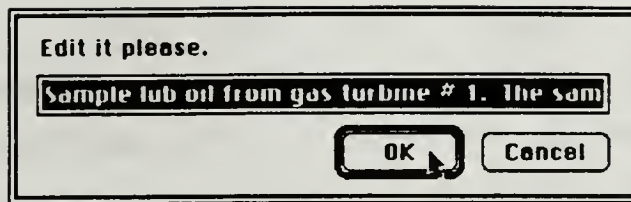
- **"Add a job"**: This choice allows the user to add a new repair job in the repair maintenance list. When selected a dialog box is presented, to allow the user type in the repair job's description.



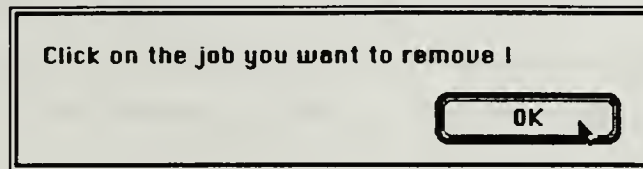
The repair job must have a maximum length of sixty characters. In case the string typed in is longer than that, the user is prompted with another dialog box that allows for either editing the existing string by the user or allowing the system to truncate it to the appropriate length.



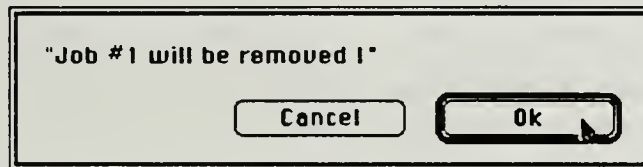
If the user selects to edit it, the string is returned, ready for editing.



• *"Delete a job"*: This choice allows the user to delete a job previously entered. The following dialog box appears.

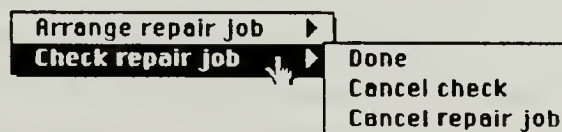


A message asks to verify that the user has selected the correct job. If "OK" is selected, the job gets deleted.



• *"Transfer a job"*: This choice allows the user to transfer the selected job to another day.

The **"Check repair job"** choice: This choice has three sub-choices . This function is available to everyone that can confirm that a job has been completed.



- *"Done"*: This selection checks a job as completed.
- *"Cancel check"*: This selection removes a check accidentally entered.
- *"Cancel repair job"*: This function, available only to those persons having the authority of entering jobs, gives the option of cancelling a repair job, instead of removing it.



Hint: The better this stack is maintained and the more precise and faultless the filling of information is, the better the PMS system is going to work for the individual ship. Old quarters can be kept aside for reference and history purposes. A quarter can fit in an 800 K floppy disk in the ship's library in order to form a digital record of all the PMS done during the ship's life. The DA stacks have to be compressed though, using the "Stuffit" program provided along.





# The Ship data stack

## General description

The Ship data stack contains general information about the ship. For the present, it consists of three kinds of cards. The capability to add more is present if necessary in the future.

## The "Ship's Data" card

This card contains general information about the ship that is used throughout the system. Explanation of the individual fields is not included because they actually describe themselves. The buttons of this card are the same as used throughout the system.

| Ship's data   |                          |                              |
|---|--------------------------|------------------------------|
| Ship Name: <u>USS JARRETT</u>   | Ship #: <u>FFG 33</u>    |                              |
| Battle Group: <u>ZULU</u>   | Ship Type: <u>FFG 07</u> |                              |
| Ship Status:   | Quart Aft Ovh: <u>5</u>  | Cumulative Quarter: <u>9</u> |
|   |                          |                              |
|    |                          |                              |

## The "MIP Responsibility Table" card

This type of card contains a list of all the MIP cards a work center is responsible for. Multiple entries of the same MIP number mean that the particular work center is responsible for more than one piece of equipment of this type. For example, if the work center whose card is shown below is responsible for four RBOC's, an entry for each should be present so as to schedule the same job four times, once for each unit.

| MIP Responsibility Table |                         |                         |           |
|--------------------------|-------------------------|-------------------------|-----------|
| CS02                     |                         | Last Update<br>10/21/89 |           |
| System<br>MIP Control    | Nomenclature            | I.D.                    | Location  |
| 3000/001-88              | Miscellaneous Elect Eqp | 01                      | Various   |
| 4721/003-28              | AM/SLA-32(U)2 MIP       | 01                      | A-123-E   |
| 4722/002-28              | AM/SLA-10(/)A-8750/SL   | 01                      | 01 deck   |
| 4741/001-88              | Launching Sys (SRBOC)   | 01                      | 04 deck-S |
| 4741/001-88              | Launching Sys (SRBOC)   | 02                      | 04 deck-P |
| 4741/001-88              | Launching Sys (SRBOC)   | 03                      | 04 deck-S |
| 4741/001-88              | Launching Sys (SRBOC)   | 04                      | 04 deck-P |
| 8443/007-98              | OCSOT FFG-7 Class       | 01                      | 02 deck   |

## The buttons



Gets the user to the top of the page.



Gets the user one screen up.



Gets the user one screen down.



This button invokes the search function of the system. Searches are global in the stack. The user is prompted with a dialog box, similar to that the previously described, to enter the search string. The string can be a whole word or part of a word.



The "Help" button invokes the on-line context sensitive help function of the system. More information about this function can be found on the description of the "Help" stack of this manual.



The print button prints the contents of this card.



This button returns the user to the first card of the ship's data stack.



This button allows the user to exit the PMS system and return to the login card of the driver.

## The "Personnel/Work Center" card

In this card, the names, rank, specialty code, and position of each person involved with the PMS system are entered. There exists one card for each work center. The data from this card is used when the "Personnel" function is invoked from the PMS Daily activity card. When the personnel function for Argos becomes available, data about the people assigned to every work center should be sent to this card in order to allow the division officer or the person who has the responsibility of assigning the day's jobs to have an updated list of the available personnel for a particular day. Right now all the personnel assigned to a particular work centered are presented here.

| Personnel / Work Center |      |                      |          |
|-------------------------|------|----------------------|----------|
| SS06                    |      | Last Update: 9/12/89 |          |
| Name                    | Rank | Specialty Code       | Position |
| SS06 - wc-member 1      | SK-1 | 3454                 | SS06     |
| SS06 - wc-member 2      | SK-2 | 4534                 | SS06     |
| SS06 - wc-member 3      | SK-2 | 3453                 | SS06     |
| SS06 - wc-member 4      | SK-2 | 3453                 | SS06     |
| SS06 - wc-member 5      | SK-3 | 3454                 | SS06     |
| SS06 - wc-member 6      | SK-3 | 5675                 | SS06     |
| SS06 - wc-member 7      | SK-3 | 6756                 | SS06     |
| SS06 - wc-member 8      | SK-3 | 5676                 | SS06     |
| SS06 - wc-member 9      | SK-3 | 5675                 | SS06     |
| SS06 - wc-member 10     | SN   | 4325                 | SS06     |
| SS06 - wc-member 11     | SN   | 3453                 | SS06     |
| SS06 - wc-member 12     | SN   | 6757                 | SS06     |

## The buttons

The buttons described in the previous section are available in these cards too.



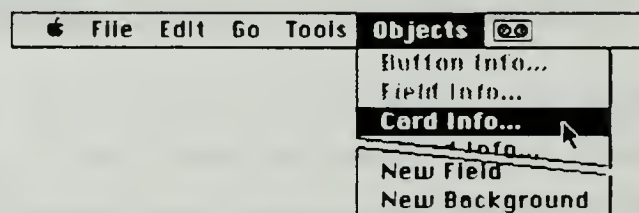
# The Log stack

## General description

The "Log" stack is available to all hands, although not everyone has the same access privileges. This stack is where we keep the history of each piece of equipment on board the ship. When a particular unit is removed from a ship, to be installed to another, or to be kept as a reserve unit, both a printed and a digital copy of this card, should follow it. The card is maintained for the life of the unit. When the unit is thrown away, information from it can be used to judge the future purchase of similar equipment.

| Machinery History Card  |  |   |      |  |      |      |
|---|--|---|------|--|------|------|
| Unit: <u>Gas Turbine LM2500</u> # <u>2</u> Compmt: <u>B-1</u> fr # <u>143</u> Side: <u>P</u>      |  |   |      |  |      |      |
| FSN: <u>5436-675-8765</u> PN: <u>T67346536</u> APL: <u>762354-234</u> Inst. Date: <u>30/10/86</u> |  |   |      |  |      |      |
| Spare Part Box: <u>L-673</u> Loc: <u>S-234</u> Ass. Pg: <u>54</u> S: <u>78</u>                    |  |   |      |  |      |      |
| Mfg. Data   |  | Publications  |      | Drawings   |      |      |
| General Electric Co<br>2130 North st OHIO 34367<br>ph # (456)-7346-734                            |  | NS 73-645137-65<br>NS 873-38783-47<br>NS 734-00004-49 |      | DRG 004349-874574784<br>DRG 3487347-344784<br>DRG 347-3473477400 |      |      |
| Date  | Remarks                                  |   |      |  |      |      |
| 10/20/86  | Repair of fed oil chamber                |   |      |  |      |      |
| 11/21/88  | Vibration measurements taken as follows: |   |      |  |      |      |
|   | Pos1                                     | Pos2  | Pos3 | Pos4   | Pos5 | Pos6 |
|   | ----                                     | ----  | ---- | ----   | ---- | ---- |
| fed   | 23.4                                     | 21.3  | 22.1 | 33.2   | 5.1  | 4.2  |
| aft   | 17.1                                     | 12.4  | 45.2 | 4.3  | 12.3 | 9.2  |
| 5/1/89  | 57 6JNR N                                |   |      |  |      |      |

When a new card is created, it is very important to set the name of the card correctly. To do this, we open the "Objects" menu from the menu bar, and select "Card info...".



When the dialog box appears, fill in for "Card Name:" the word "LOG" a "-" and the first eight digits of the corresponding equipment MIP card, as shown in the example. Then type <return> or click in the "OK" box, to set it. This will also set the connection to the corresponding MIP/MRC cards.

Card Name: LOG-2451/801  
Card Number: 1 out of 3  
Card ID: 3858  
Contains 0 card fields.  
Contains 1 card buttons.

☐ Can't delete card.

Script... OK Cancel

## The fields

Choices on the fields described below are according to the user's access clearance.

- *The "Unit" field:* This field contains the name of the unit the card belongs to. In the general case, this is the same as the unit name assigned to the appropriate MIP card in the corresponding field.

Unit: .....

- *The "#" field:* This field distinguishes between units with the same name. For example, if a ship has two LM2500 gas turbines, there should be one card for each, with "#1" in this field for the starboard, and "#2" for the port one.

#: .....

- *The "Cmpmt" field:* In this field, the compartment of the ship where the equipment is located is assigned.

Cmpmt: .....

- *The "fr#" field:* Shows the approximate frame number where the unit is located. This information further identifies the unit and it can also be used on reports that are generated about this piece of equipment.

fr #: .....

- *The "Side" field:* In this field, a "P" or an "S" is assigned for "port" and "starboard" side correspondingly.

Side: .....

- *The "FSN" field:* This field contains the Federal Stock Number of the equipment.

**FSN:** .....

- *The "PN" field:* In this field, the Part Number of the equipment is assigned.

**PN:** .....

- *The "APL" field:* In this field, the Allowance Part List page for the equipment is assigned.

**APL:** .....

- *The "Inst. Date" field:* This field contains the date the particular unit has been installed on board the ship.

**Inst. Date:** .....

- *The "Spare Part Box" field:* In this field, we fill in the number of the box the spare parts for the particular equipment are stored.


**Spare Part Box:** .....

- *The "Loc" field:* In this field, we find the compartment of the ship, where the spare part box is stored.

**Loc:** .....

- *The "Ass. Pg" field and the "§" field:* These two fields hold information about where in the ship's enrollment list this equipment is enrolled.

**Ass. Pg:** ..... **§:** .....

- *The "Mfgr. Data" field:* This field contains all the known information about the manufacturer of the particular unit. This is both for reference purposes, and to make correspondence with the manufacturer easier. The  symbol, that appears on the

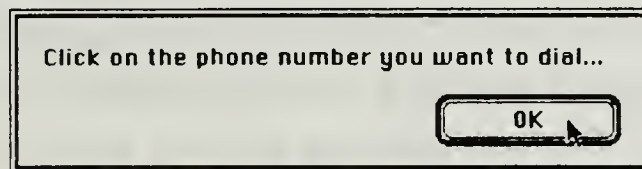
right top corner of this field, indicates the existence of a pop up menu. The pop up menu in this field gives to the user two choices.



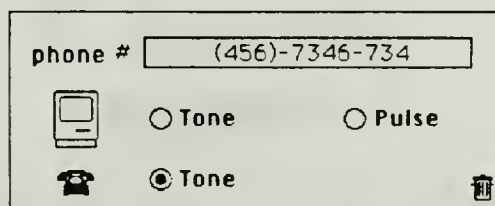
**The "Dial mfctr" choice:** When this choice is selected, the user can instruct the computer to dial the manufacturer electronically, provided a phone number is available.



After the mouse button is released, a dialog box asks the user to select the phone number to dial. This is set here to allow the user to specify which phone number, if multiple ones are available, to dial in order to select a fax, voice, or a data connection.



In order for this function to work, the line containing the phone number should have for its first five characters, the sequence "ph #:". After a number has been selected, the user is presented with the following dialog box.



In the dialog box, the user can change the phone number and the way dialing is to be done. If a modem or a fax machine is connected to the computer, the user must specify whether the phone line is "pulse" or "tone". If no modem is available and the phone is of the "tone" variety, the user can select the appropriate button and place the phone's receiver next to the computer and let the computer generate the appropriate tones to do



the dialing. To initiate the appropriate dialing process selected, click on one of the following buttons.



To dial through a modem or fax machine.




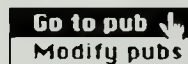
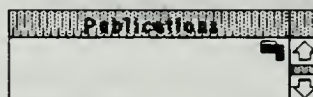
To directly dial through the phone's receiver .



To cancel the dialing procedure.


**The "Modify mfct data" choice:** When this item is selected, the system disables the menu from this field and allows editing. When the user leaves this card to go to another one, the menu is automatically enabled again .

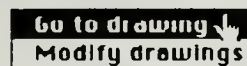
• *The "Publications" field:* In this field, the publications relevant to the particular piece of equipment are entered. This is for reference purposes only at this time. If in the future direct linking is needed to the appropriate library, the system lends itself for easy modification. For the present, the user has to select the library function from the bottom of the page in order to do a normal library search. The  symbol that appears on the right top corner of this field indicates to the user the existence of a pop up menu. The pop up menu in this field gives to the user two choices.



**The "Go to pub" choice:** This choice is provided for easy addition for direct linking to the library in the future as described above. Right now, it has the same effect as clicking on the library function at the bottom of the page.

**The "Modify pubs" choice:** This choice works exactly the same way as the "Modify mfct data" choice described above. It provides the user with the capability to modify the publications' list.

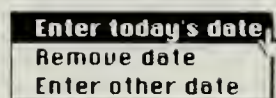
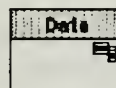
- *The "Drawg. #" field:* In this field all the drawing numbers for this piece of equipment are entered. This is only for reference purposes at this time. If in the future a "drawing and blue print" library in CD format are provided for the system, direct linking to the particular drawing selected can be done. The  symbol that appears on the right top corner of this field indicates to the user the existence of a pop up menu. The pop up menu in this field gives to the user two choices.



**The "Go to drawing" choice:** This choice will show the user the selected drawing when a "drawing" library becomes available.

**The "Modify drawings" choice:** This choice works exactly the same as the two above "Modify" choices do. It allows the user to modify the drawings' list.

- *The "Date" field:* In this field, the date that an entry has been made, is entered. A pop up menu is provided to let the user select one of three choices.



**The "Enter today's date" choice:** This choice automatically enters the date taken from the computer's clock into the line from which the pop up menu was invoked.

**The "Remove date" choice:** This choice deletes the date from the line from which the pop up menu was invoked.

**The "Enter other date" choice:** This choice disables the pop up menu and opens the field for editing in order to set a date, different from today's.

• *The "Remarks" field:* In this field, the user enters any remarks, comments, major repair and preventive maintenance jobs, or any measurements and test results relevant to this piece of equipment. The entries in this field should be separated with a line across the page. An option for automatic entry of this line is provided by the system and described below. A pop up menu lets the user select one of the two available operations that can be performed on this field.



**The "Add data" choice:** When this choice is selected, the user is presented with the last line of the "Remarks" field. The menu is disabled and any new data can be added. This choice is provided to avoid scrolling the field all the way to the bottom, since after a couple of years this field can grow considerably.

**The "Modify remarks" choice:** This option works the same as the previous one except that it keeps the user at the current position of the "Remarks" field.

## The buttons



Presents the next log card.



Presents the previous month.



Gets the user one screen up in the "Remarks" field.



Gets the user one screen down in the "Remarks" field.



Gets the user to the top of the "Remarks" field.




Gets the user to the bottom of the "Remarks" field.




This button puts a line after the current line of the "Remarks" field. It is used to separate the jobs in order to make them stand better out.

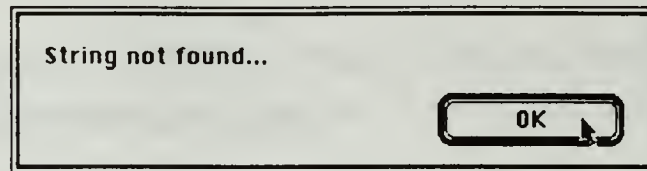



This button invokes the search function of the Log stack. When pressed, the dialog box that is shown below is presented to the user.

This dialog box is different from the ones previously shown, because it has fields and buttons of its own. The "*Search for*" field is provided so that the user can type in the string to search for. The field on the bottom is used to specify the type of search to perform. The default setting is a "Global Search". To change this and restrict the search to one specific field, press the  button to invoke the pop up menu. The pop up menu, shown below, has the names of fields to search on. When the user presses the mouse button to invoke the menu, the pointer is automatically set to the "Unit Name" selection, which is the most likely the one the user is going to select.



After specifying both the search key and the field to search on, press the  button or the return key, and the search begins. If the key is not found, the user is informed by the following dialog box.



In case the user changes their mind about doing a search, press the  button to get rid of the search dialog.



The "Help" button invokes the on-line context sensitive help function of the system. More information about this function can be found on the description of the "Help" stack of this manual.



The print button prints the current log card. At the top of every printed page, the general information about the particular piece of equipment is presented. An example of a printed page is shown in the "Auxilliary stacks" section of this manual.



This button returns the user to the card they were on when they invoked the "log" function.

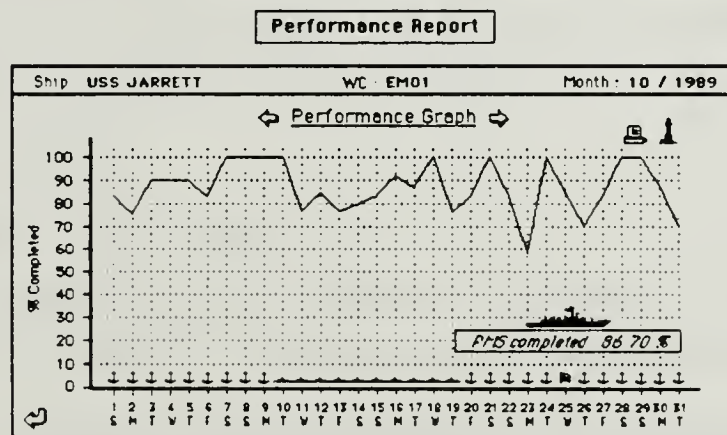


This button allows the user to exit the PMS system and return to the login card of the driver.

# The Reports stack

## General description

This stack is used both as a print tool and as a space where the user can go and review a report that he has requested. Every time a new report is requested, the previous one is erased. The card is a graph paper look alike card that has the days for its x-axis and the percentage of PMS jobs completed for its y-axis. Above the x-axis, a small icon represents the status of the ship for the particular day. Below the date, a letter shows the day of the week, to allow the user to better judge the PMS performance. Near the right bottom corner of the card, a field gives us the average percentage of the PMS completed for the whole month.



## The buttons

- ➡ Shows the next month or the next work center if a global report for the ship has been selected.
- ⬅ Shows the previous month or the last month for the previous work center if a global report for the ship has been selected.
- 🖨 This button prints the current card.
- ↶ This button returns the user back to the PMS driver.



This button allows the user to exit the current card and return to the login card of the driver.

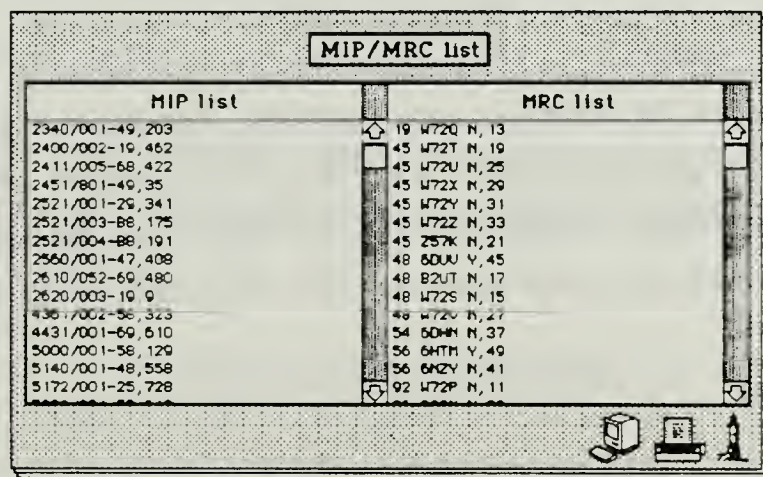
# The PMS stack

## General description

The PMS stack is a database of all the PMS cards in the system for a particular ship. It contains all the MIP and MRC cards, along with their tables and diagrams. One thing that the user must be aware of is that sometimes requests from this database are slow, and responses can take a couple of seconds because of its size. The system for the present contains about five thousand cards. Throughout the implementation of this database new features have been added that are not contained in the original PMS cards, but that are closely relevant to their use. It is believed that they will improve the functionality of the whole PMS system, like lists of repair parts found on the MRC cards, and the links to the "movies" stack. The hypermedia properties of the system give the capability for such additions without sacrificing the familiar view of the cards or the ease of use of the system.

## The "MIP/MRC list" card

This is the first card of the PMS database. Its purpose is to allow for binary searches on the PMS database so as to improve the operating speed of the system.



| MIP list         | MRC list      |
|------------------|---------------|
| 2340/001-49, 203 | 19 W720 N, 13 |
| 2400/002-19, 462 | 45 W721 N, 19 |
| 2411/005-68, 422 | 45 W72U N, 25 |
| 2451/801-49, 35  | 45 W72X N, 29 |
| 2521/001-29, 341 | 45 W72Y N, 31 |
| 2521/003-88, 175 | 45 W72Z N, 33 |
| 2521/004-88, 191 | 45 Z57K N, 21 |
| 2560/001-47, 408 | 48 80U V, 45  |
| 2610/052-69, 480 | 48 B2UT N, 17 |
| 2620/003-19, 9   | 48 W72S N, 15 |
| 4361/002-56, 323 | 48 W72V N, 27 |
| 4431/001-69, 610 | 54 80NM N, 37 |
| 5000/001-58, 129 | 56 6HTM V, 49 |
| 5140/001-48, 558 | 56 6KZY N, 41 |
| 5172/001-25, 728 | 92 W72P N, 11 |

## The fields

The only two fields found on this card, are the "MIP list" and "MRC list" fields. These fields contain a list of the corresponding cards, along with their order number in

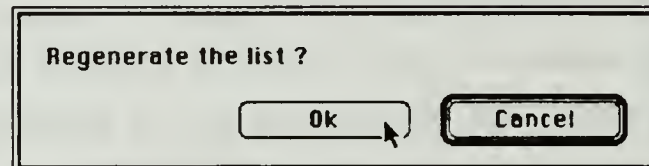


the PMS database. A binary search on this field, greatly improves the operational speed of searches.

## The buttons



This button regenerates the MIP/MRC list. When pressed a dialog box asks the user to verify their choice.



The print button invokes the "Print Report..." menu function to allow the user to obtain a hard copy of the lists.



This button allows the user to exit the PMS system and return to the login card of the driver.

## The "MIP" card

The MIP card, for the computer implementation, has been divided into two different parts. The first has all the general information for the piece of equipment found on its existing paper counterpart. The second has the listing of all the MRC jobs along with a brief description, man/hour requirements, and other scheduling information.

### MIP 1st page

| MIP card  |                                       | SYS. MIP CNTRL NO |
|---|---------------------------------------|-------------------|
| Main Propulsion Gas Turbines LM2500                                     |                                       | 2340/001-49       |
| SHIP SYSTEM SUBSYSTEM OR EQUIPMENT                                      | REFERENCE PUBLICATIONS                |                   |
| Main Propulsion Gas Turbines LM2500<br>2340                             | S9234-AD-MIMO-010/070<br>April 1989   |                   |
| CONFIGURATION   |                                       |                   |
| Incorporates SSDI System(s):  |                                       |                   |
| 2345, Gas Turbine Lube Oil Storage and<br>Conditioning Assembly         | 2346, Gas Turbine Bleed Air System    |                   |
| 2341, Main Propulsion Gas Turbines LM2500                               | 2347, Gas Turbine Starting Air System |                   |
| 2342, Gas Turbine Base Enclosure  | 2513, Combustion Air Intakes          |                   |
| 2343, Gas Turbine Free Standing Electronics                             | 2992, Special Tools, Propulsion       |                   |
| 2344, Gas Turbine Water Wash Module<br>Conditioning Assembly (See NOTE) |                                       |                   |
| Page 1 of 2   |                                       |                   |

## The fields

The fields found on this card are the same found on a actual MIP card . The only ones that differ are described below.

- *The "SYS. MIP CNTRL NO" field:* In the right top corner of the MIP card is the MIP number of this card. This number is located at the right bottom corner of the present hard copies of MIP cards.

SYS. MIP CNTRL NO

2340/001-49

- *The "Unit name" field:* This field does not exist on the paper implementation of MIP cards, but was added here to give to the user a quick reference to which piece of equipment they are looking at.

Main Propulsion Gas Turbines LM2500

- *The "Page #" field:* The page field, gives the user a clue of how many cards this MIP is composed of and to which card he is currently on.

Page 1 of 2

## The buttons



Gets the user page 2 of the MIP card.



This button invokes the search function. When pressed, the user is requested to enter an MIP number by the following dialog box.

Which MIP do you wish to view ?

OK Cancel



The "Help" button invokes the on-line context sensitive help function of the system. More information about this function can be found on the description of the "Help" stack of this manual.



This button takes the user to the appropriate log card for this piece of equipment. In case that multiple pieces of the same equipment exist, the user is presented with the first occurrence of this equipment in the log stack.



This button gets us to the appropriate piece of equipment in Argos's repair part section.



This button is a link to the Technical library. The current card is temporarily stored away and the user is presented with the Technical library stack.



The print button prints the current MIP card. More information on this function is found under the "Auxilliary stacks" description of this manual.



This button returns the user to the card they were on prior to being to presented this card.



This button allows the user to exit the PMS system and return to the login card of the driver.

## MIP 2nd page

In this card we find the actual scheduling information for the particular piece of equipment.

| MIP card                            |                          | SYS. MIP CNTRL NO   |                          |                |               |                              |
|-------------------------------------|--------------------------|---|--------------------------|----------------|---------------|------------------------------|
| Main Propulsion Gas Turbines LM2500 |                          | 2340/001-49   |                          |                |               |                              |
| 1<br>2<br>3<br>4<br>5<br>6<br>7     | SYSCON MIP<br>CONTROL NO | MAINTENANCE REQUIREMENT DESCRIPTION   | PERIO-<br>DICITY<br>CODE | RATE/          | WEEK<br>HOURS | REMARKS<br>HOURS<br>DURATION |
|                                     |                          | NOTE: The following is a continuation of the Configuration Block:<br>Revised for MACHALT 234-28001 (ECP 229)<br>Revised for CO 234-01-31490C1<br>This revision supersedes facsimiles forwarded by NAVSSES for SER. 143 of 9-9-88. |                          |                |               |                              |
| 4                                   | C3 4FHP Y                | 1. Sample and test turbine lube oil.  | M-1                      | GSM3<br>(4111) | 0.4           | None                         |
| 55                                  | 6UDP N                   | 1. Clean GTRB motoring/starting cooler "Y" strainer   | M-3                      | FN             | 0.3           | None                         |
| 55                                  | 6UDP N                   | 1. Clean GTRB bleed air cooler "Y" strainer   | M-4                      | FN             | 0.3           | None                         |

Page 2 of 2

Navigation icons: back, forward, search, help, print, exit, lighthouse.

## The fields

The standard MIP fields are found on this card. The ones that differ are described below.

- The "SYS. MIP CNTRL NO" field: Same as above.
- The "Unit name" field: Same as above.
- The "Page #" field: Same as above.

## The buttons

The buttons on this card are the same described on the MIP 1st page above.



## The MRC card

The MRC card, for the computer implementation, has been divided into four different parts. The first has all the general information for the piece of equipment, as found on its existing paper counterpart. The second has the procedure part. The third, if it exists, has diagrams. The fourth contains tables. Multiple cards of each can exist for each MRC card.

### MRC 1st page

This page contains all the general information on the piece of equipment, along with information required for automatic job scheduling and for the linking to the different places in the other databases of the system.

The screenshot shows a software interface for an MRC card. At the top, there's a title bar with 'MRC card' and a 'SYS MRC CNTL NO.' field containing '92 V72P N'. Below this, a main title 'Main Propulsion Lube Oil System' is displayed. The interface is divided into several sections: 'SHIP SYSTEM' (Propulsion Support System (Fuel and Lube Oil) 260), 'SUBSYSTEM' (Piping and Accessories, Main Lube Oil 2621), 'SYSTEM' (Main Propulsion Lube Oil System 262), and 'EQUIPMENT' (Filter 2621FK). To the right, there's a 'MRC CODE' field with '2620 M-2'. Below this, a 'RATES - M/H' section shows 'GSM3 0 2'. A 'MAINTENANCE REQUIREMENT DESCRIPTION' section contains the text '1 Lubricate duplex filter shifting mechanism'. To the right of this, there's a 'TOTAL M/H' field with '0 2' and an 'ELAPSED TIME' field with '0 2'. At the bottom right, a date field shows 'September 198'. The interface also includes a 'Page 1 of 2' indicator and a toolbar with various icons at the bottom.

## The fields

The fields found on this card are the same as found on the actual MIP card. Only the ones that differ are described below.

- *The "SYS. MRC CNTL NO" field:* In the right top corner of the MRC card is the MRC number of this card.



SYS MRC CNTL NO  
48 W72S N

- *The "Unit name" field:* This field does not exist on the paper implementation of MRC cards, but was added to give the user a quick reference as to which piece of equipment he is looking at.

Main Propulsion Gas Turbines LM2500

- *The "Page #" field:* The page field, provides an idea of how many cards this MRC is composed of, and which card is currently showing.

Page 1 of 2



- *The "Data, work centers involved and relative maintenance" fields:* These are three invisible fields. They are shown to the user when the  icon at the right top corner of the MRC card is pressed. The icon is a toggle, changes to  and needs to be pressed again in order to hide it. These fields are used for scheduling the jobs and for passing information to the various functions of the system. The most important of all is the data field.

*The "Data" field:* This field contains six lines (more lines can be added in the future if need arises). The first line is the link to the corresponding MIP card. The information is filled in automatically at the time the MRC card is created. It is very important that it has the format of "MIP", space and "MIP#". The second line contains information about the corresponding log card for this piece of equipment. Its format is "LOG-" and the corresponding MIP number. The third line is the MOD function result required for scheduling some jobs. This number determines whether a job should be scheduled during a particular quarter for jobs with periodicity longer than "quarterly" or on an even or odd month for "two month" jobs. It allows the system to make the decision, without keeping information stored about jobs scheduled during previous quarters. It also increases the reliability of the system and allows the SuperUser to determine which quarter a job will be scheduled, thus avoiding scheduling during the same quarter, the jobs with the same periodicity code. The fourth line contains three numbers separated by ",". The first of these numbers determines, how many cards of "MRC 2nd page" format this card is composed of in case the procedure section is too long to fit in one. The second number determines the number of graphics pages and the

third represents the number of tables that belong to this card. The fifth line is the connection to the Argos stack. The sixth is the link to the corresponding picture in the "Movies" stack, if one exists. The format for this line is: "MOVIE-" and the "MRC #" with no spaces, but with underscores inserted instead of them.

*The "Work centers involved" field:* This field contains the names of the works centers responsible for this particular MRC job. Information is either entered by hand, one work center per line, or automatically through the "Assign responsibility" function of the "PMS Toolbox".

*The "Relative maintenance" field:* In this field we find either the word "None" or a list of MRC jobs that represent the relative maintenance for this job.

- *The "Repair parts" field:* This field is an invisible field activated with the  button. It contains the repair parts that might be needed to complete the particular job, along with their corresponding FSN. The  button closes the field.

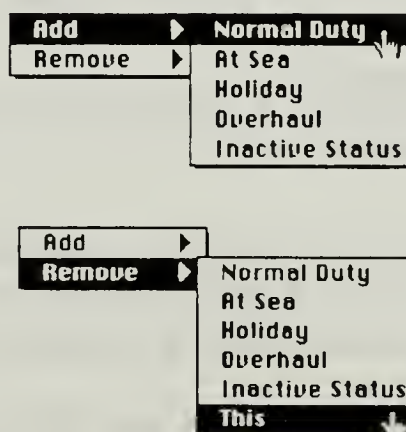
| Repair Parts         |                   |
|----------------------|-------------------|
| 1. Rubber O-Ring     | FSN 3456-876-8474 |
| -----                |                   |
| 2. Sealing compound  | FSN 8575-747-8342 |
| -----                |                   |
| 3. Push rod          | FSN 7845-879-7474 |
| -----                |                   |
| 4. Rugs              | FSN 7838-847-8437 |
| -----                |                   |
| 5. Multimeter, AC/DC | FSN 6457-847-6464 |
| -----                |                   |

## The buttons

The five buttons presented below appear on the upper left hand corner of the card and specify during which ship status the job may be performed. If a job may not be performed when the ship's status is one of these categories, we have to remove the appropriate icon.



When one of these buttons is pressed, a pop up menu appears and the user can select either to add a status or remove one. In the "remove" selection, the option "This" is included refers to the status button from which was invoked. These two menus are shown below.



The information from these buttons is used during the automatic job scheduling, to ensure that a job that has to be done when the ship is under



way, i.e., "max speed achievement", is not scheduled on a day that the ship is in port. The five buttons represent the five "Ship Status" categories used throughout the PMS system. These are, from left to right, "In Port", "Under Way", "Major Holiday", "Major Overhaul", "Inactive Maintenance".



Gets the user to page 2 of the MRC card.



This button gets the user to the corresponding MIP card this MIP belongs to.



This button shows the user the appropriate log card for this piece of equipment for which the current MRC card refers to. In case that multiple pieces of the same equipment exist, the user is presented with the first occurrence of this equipment in the log stack.



This button presents to the user the field that contains the repair parts required for the particular job.



By pressing this button, the user can go to the appropriate picture that is relevant to the job, in the "Movies" stack.



This button gets us to the appropriate piece of equipment in Argos's repair part section.



This button invokes the search function of the MRC card. When pressed, the dialog box, shown below, is presented to the user.

Search for:

6V


447A

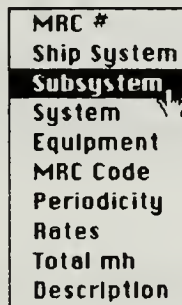
700V1


100V1

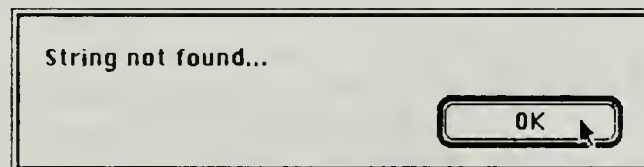
100V2


Global Search

This dialog box is different from the ones presented already, because it has fields and buttons of its own. The "Search for" field is provided so that the user can type in the string to search for. The field on the bottom of the dialog is used to specify the kind of search the user wants to perform. The default setting is "Global Search". To change this and restrict the search to one specific field, press the  button in order to invoke the pop up menu. This pop up menu, shown below, has the names of all fields to search on. When the user presses the mouse button to invoke the menu, the pointer is set on the "Subsystem" selection, which is the most likely, the one the user is going to select most of the times.



After specifying both the search key and the field to search on, press the  button or the return key, and the search begins. If the key is not found, the user is informed by the following dialog box.



In case the user changes his mind about doing a search he presses the  button to remove the search dialog box.



The "Help" button invokes the on-line context sensitive help function of the system. More information about this function can be found on the description of the "Help" stack of this manual.



This button is a link to the Technical library. The current card is temporarily stored away and the user is presented with the Technical library stack.



The print button prints the current MRC card. More information on this function is found under the "Auxiliary stacks" description of this manual.



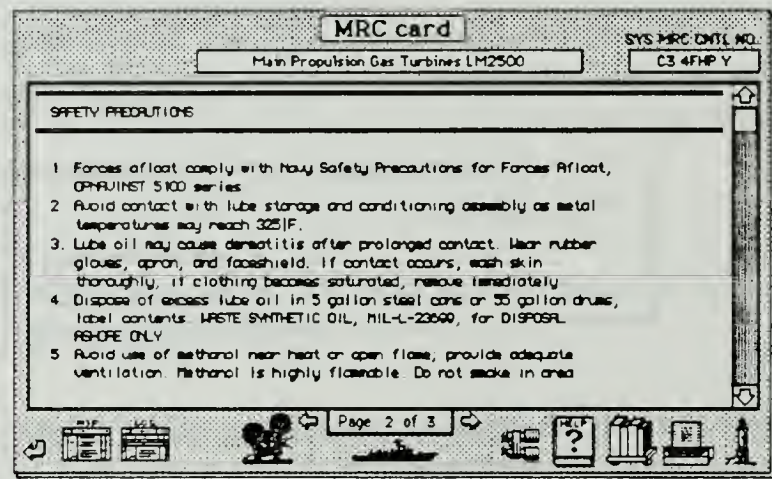
This button returns the user to the card they were on when they requested from the system to present this card.



This button allows the user to exit the PMS system and return to the login card of the driver.

## MRC 2nd page

This page contains the procedure for performance of the particular job.

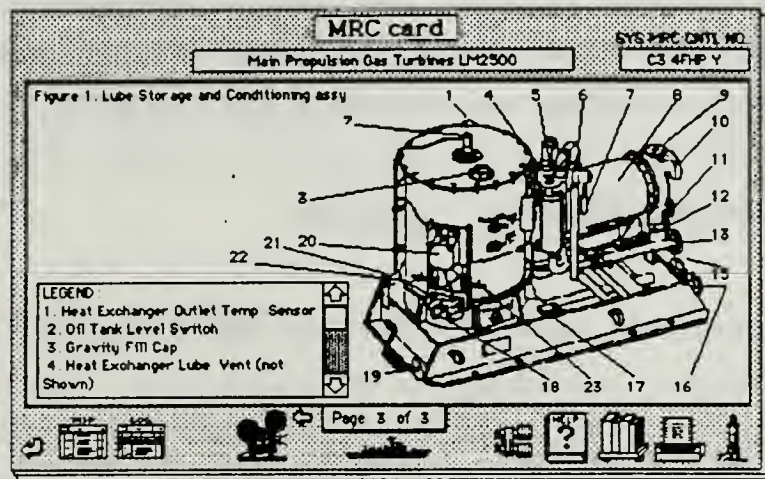


In a few of the MRC cards, the procedure is so long that it had to be split into two second pages. Corresponding fields and buttons have the same function as on the "MRC 1st page" described in detail above.



### MRC 3rd page

This page can consist of multiple pages also. The graphics, if any exist that, correspond to the particular MRC card. Corresponding fields and buttons have the same functions as on the "MRC 1st page" described in detail above.



### MRC 4th page

This page is a free format page where information not following any specific format can be placed. Tables or diagrams and graphics that do not require a legend can be stored on this page. Corresponding fields and buttons have the same function as on the "MRC 1st page" described in detail above.

| MRC card  |                        |  |
|---|------------------------|--|
| Main Propulsion Gas Turbines LM2500   |                        | SYS MRC CNTL NO.<br>49 6JYU N                      |
| Condition / Discrepancy   | Max Serviceable Limits | Corrective Action                                  |
| <b>VARIABLE STATOR VANE BUSHINGS</b>  |                        |  |
| a. None to slightly perceptible (0.000"-0.003") motion. No audible click.   | Acceptable             | None   |
| b. Slight to moderate (0.004"-0.010" radial, 0.004"-0.015" circumferential and axial motion with audible click).          | Acceptable             | Reinspect within 500 hours operation.              |
| c. Excessive vane motion more than +/- 0.010" radial, +/- 0.015" circumferential and axial with loud click vane rattles). |                        | Replace bushing/washers within 50 hours operation. |
| Table 1   |                        |  |



# **The Auxiliary stacks**

## **General description**

The "Auxiliary" stacks is a collection of stacks that must be present in order for the PMS system to run properly. They are never seen or manipulated by the user. They are stacks whose size, context and function is exclusively controlled by the system. They serve the purposes of "printing" and "form and resource storing".

## **The "Resource Storing" stacks**

This group consists of stacks that are used by the system for storing forms and resources. It consists of two stacks, for the present time. The "Home" stack and the "Templates" stack.

### **The "Home" stack**

This stack is supplied with HyperCard when purchased. In order for the PMS module to work properly, the "Home" stack supplied with the system should be used instead, because modifications and additions have been made to it. If such a thing is not desirable, all the resources from the PMS "Home" stack should be transferred with a resource editing program to the "Home" stack desired to be used. Details on this are given in the installation section of this manual. This is the only stack from the ones supplied that doesn't have to be in the same folder (directory) with the rest of the PMS system.

### **The "Templates" stack**

This stack, as its name proposes, is a collection of templates of the various cards found throughout the system. When a new card must be generated, for example to add a new entry to the log stack, a copy of the log card is retrieved from the templates stack, prepared by the user and then stored into the log database. The system's function all work in a similiar way when the need to create a card of a new form arises.

If in the future a need arises to add some more functionality to the PMS system, a card of the new form should be added to this stack too.

### **The "General Label Storage" stack**

This stack is the holding tank for the bar coded labels, in case the user does not want to store them in a different stack of his own. It would be advisable to create a new stack of this kind for each situation. For example, when the ship goes for a major overhaul, a stack of this type should be generated in order to hold information about the material that went off from the ship, during this period. Another appropriate reason to create a new stack would be to keep a separate one for each division or work center. The choice of organizing the label storage has been left to the user, according to the particular needs of the situation.

### **The "Printing" stacks**

The "printing" stacks were developed in order to overcome the limitation HyperCard has on printing reports in a user controllable formatted way. The function of each of them is described below.

#### **The "Log\_report" stack**

This stack, is used to print the log card of a piece of equipment. The system calculates the number of pages that are going to be needed to print the entire log card, and generates them accordingly. This way, the user is presented in hard copy with the same view seen on the computer's screen. A sample copy of a printed log card is presented below.

**Machinery History Report**

Ship: USS Jarrvit

Unit: Sea Turbo LM2500, P: 1678000, A: 1678000, Ser: 142, Side: P  
 PMS: 1678000, P: 1678000, A: 1678000, Ser: 142, Side: P  
 Sports Part No: 1-172, Lot: 8-234, Ass. No: 31, 8, 72

| Date     | Remarks   |        |        |        |        |        |        |        |     |      |      |      |      |      |      |      |      |      |      |     |      |     |
|----------|---|--------|--------|--------|--------|--------|--------|--------|-----|------|------|------|------|------|------|------|------|------|------|-----|------|-----|
| 10/20/89 | Repair of fuel oil shutoff  |        |        |        |        |        |        |        |     |      |      |      |      |      |      |      |      |      |      |     |      |     |
| 11/21/89 | Vibration measurements taken as follows:  |        |        |        |        |        |        |        |     |      |      |      |      |      |      |      |      |      |      |     |      |     |
| 11/20/89 |   |        |        |        |        |        |        |        |     |      |      |      |      |      |      |      |      |      |      |     |      |     |
|          | <table border="1"> <thead> <tr> <th></th> <th>Post 1</th> <th>Post 2</th> <th>Post 3</th> <th>Post 4</th> <th>Post 5</th> <th>Post 6</th> </tr> </thead> <tbody> <tr> <td>rpm</td> <td>22.4</td> <td>21.8</td> <td>22.1</td> <td>22.3</td> <td>21.1</td> <td>21.2</td> </tr> <tr> <td>ft/l</td> <td>17.1</td> <td>12.4</td> <td>48.2</td> <td>4.2</td> <td>12.3</td> <td>8.2</td> </tr> </tbody> </table> |        | Post 1 | Post 2 | Post 3 | Post 4 | Post 5 | Post 6 | rpm | 22.4 | 21.8 | 22.1 | 22.3 | 21.1 | 21.2 | ft/l | 17.1 | 12.4 | 48.2 | 4.2 | 12.3 | 8.2 |
|          | Post 1  | Post 2 | Post 3 | Post 4 | Post 5 | Post 6 |        |        |     |      |      |      |      |      |      |      |      |      |      |     |      |     |
| rpm      | 22.4  | 21.8   | 22.1   | 22.3   | 21.1   | 21.2   |        |        |     |      |      |      |      |      |      |      |      |      |      |     |      |     |
| ft/l     | 17.1  | 12.4   | 48.2   | 4.2    | 12.3   | 8.2    |        |        |     |      |      |      |      |      |      |      |      |      |      |     |      |     |
| 3/1/89   | ST 6.00 h   |        |        |        |        |        |        |        |     |      |      |      |      |      |      |      |      |      |      |     |      |     |
| 11/9/89  | ST 6.00 h - See Attached Notes  |        |        |        |        |        |        |        |     |      |      |      |      |      |      |      |      |      |      |     |      |     |
| 12/21/89 | Sample oil of turbine separator   |        |        |        |        |        |        |        |     |      |      |      |      |      |      |      |      |      |      |     |      |     |

Date Printed: 11/21/89

Page: 1

## The "DA\_report" stack

This stack, comes to action when the user either requests a local print from a "Daily Activity" card or when he requests a hard copy remotely from the PMS\_driver. If this function is requested from the PMS-driver level, the user has the option of producing either a DA card for one work center, or all the DA cards for every work center on the ship. This is the function that the SuperUser will use at the beginning of each day to produce the DA cards that the division officers will hand out to the work centers' supervisors, along with their specific instructions for the day.

**Daily Activities Card**

Date: Thursday, November 9, 1989 Work Center: EM03 Status: ↓

| Job completed by | PMS card # | Comments | CL | IN | OK | ✓ |
|------------------|------------|----------|----|----|----|---|
| EM03 - member 2  | 52 670 h   |          | 8  |    |    |   |
| EM03 - member 8  | 80 670 h   |          | 4  |    |    |   |
| EM03 - member 10 | 87 670 h   |          | 2  |    |    |   |
| EM03 - member 10 | 85 670 h   |          | 10 |    |    |   |
| EM03 - member 10 | 87 670 h   |          | 0  |    |    |   |
| EM03 - member 2  | 19 670 h   |          | 0  |    |    |   |
| EM03 - member 2  | 94 670 h   |          | 0  |    |    |   |

PMS card: 1 4 Completed: 80 11

| Repair Maintenance   |   |   |  |  |  |  |
|--|---|---|--|--|--|--|
| Note: Jobs assigned to members by the head of each Work Center |   |   |  |  |  |  |
| 1  | Rep overhaul of fuel tanking of gas turbine       | 1 |  |  |  |  |
| 2  | Oil 100% of fuel oil pump #1                      | 3 |  |  |  |  |
| 3  | Preparation of equipment for ship going under way | 0 |  |  |  |  |
| 4  |   |   |  |  |  |  |
| 5  |   |   |  |  |  |  |
| 6  |   |   |  |  |  |  |
| 7  |   |   |  |  |  |  |
| 8  |   |   |  |  |  |  |
| 9  |   |   |  |  |  |  |
| 10   |   |   |  |  |  |  |
| 11   |   |   |  |  |  |  |
| 12   |   |   |  |  |  |  |
| 13   |   |   |  |  |  |  |
| 14   |   |   |  |  |  |  |
| 15   |   |   |  |  |  |  |
| 16   |   |   |  |  |  |  |
| 17   |   |   |  |  |  |  |

Printed: 11/22/89 9:25 AM

Ship: USS JARRVIT Work Center Head: \_\_\_\_\_

**Daily Activities Card**

Date: Thursday, November 9, 1989 Work Center: EM03 Status: ↓

| Job completed by | PMS card # | Comments                      | CL | IN | OK | ✓ |
|------------------|------------|-------------------------------|----|----|----|---|
| EM03 - member 2  | 92 670 h   | See Attached Notes            | 8  |    |    |   |
| EM03 - member 8  | 86 670 h   | Planning PMS work             | 6  |    |    |   |
| EM03 - member 8  | 87 670 h   | See Attached Notes            | 2  |    |    |   |
| EM03 - member 10 | 25 670 h   | This is a very long string to | 10 |    |    |   |
| EM03 - member 10 | 87 670 h   |                               | 0  |    |    |   |
| EM03 - member 2  | 19 670 h   | See Attached Notes            | 0  |    |    |   |
| EM03 - member 2  | 94 670 h   | Job complete success fully    | 0  |    |    |   |

PMS card: 1 4 Completed: 80 11

| Repair Maintenance   |   |   |  |  |  |  |
|--|---|---|--|--|--|--|
| Note: Jobs assigned to members by the head of each Work Center |   |   |  |  |  |  |
| 1  | Rep overhaul of fuel tanking of gas turbine       | 1 |  |  |  |  |
| 2  | Oil 100% of fuel oil pump #1                      | 3 |  |  |  |  |
| 3  | Preparation of equipment for ship going under way | 0 |  |  |  |  |
| 4  |   |   |  |  |  |  |
| 5  |   |   |  |  |  |  |
| 6  |   |   |  |  |  |  |
| 7  |   |   |  |  |  |  |
| 8  |   |   |  |  |  |  |
| 9  |   |   |  |  |  |  |
| 10   |   |   |  |  |  |  |
| 11   |   |   |  |  |  |  |
| 12   |   |   |  |  |  |  |
| 13   |   |   |  |  |  |  |
| 14   |   |   |  |  |  |  |
| 15   |   |   |  |  |  |  |
| 16   |   |   |  |  |  |  |
| 17   |   |   |  |  |  |  |

Printed: 11/22/89 9:25 AM

Ship: USS JARRVIT Work Center Head: \_\_\_\_\_

Apart for providing a hard copy with all the jobs to be done, it serves also as a printed report for future reference on such things as; what jobs have been done, whether they are transferred to the log stack, how many days their completion has been delayed, the amount of PMS m/h for the day, the ship's status and notes are associated with them. The form, generated at the beginning of the day, is shown on the left. The one that serves for reference after the day is over is presented on the right.

### **The "Generic\_fld\_print" stack**

This stack is used to print various fields that do not have any specific format all around the PMS system. The reason for the existence of this stack, is because HyperCard's "Print Report" function has the capability to only print background fields in a acceptable for the PMS system way. The format they are printed in is not always suitable for our purposes. It is mainly used to print the "PMS Toolbox" fields for reference by the SuperUser.

### **The "MRC\_print" stack**

A complete PMS system must have the capability to reproduce the PMS cards on the fly. In cases of long deployments or when someone needs a copy of an MRC card to take along for reference or spot check purposes, MRC cards should be readily available and reproducible on demand. To provide this capability, this stack was introduced. The main reason is that every MRC card is unique and the format they come is not always consistent. To be precise, some cards have diagrams, some have tables, and some have both. Their length is not consistent either. By use of this stack, all the above inconsistencies are resolved by the system. Preserving the "information hiding" principle, the print function looks identical to the user through out the system. A typical MRC card is presented below. By varying the amount of pages, for each card, the system overcomes the problem that all current on-line PMS databases have. Which is to hold and reproduce only the text portion of MRC cards, without giving the capability to the user to get a "real" copy of the instructions of the job he has to perform.



**MRC card**

SYS REC. CTRL. NO  
49 670/8

Main Propulsion Gas Turbine UG500

|   |  |   |
|---|--|---|
| <b>SHIP SYSTEM</b><br>Propulsion Units<br>230   | <b>DESCRIPTION</b><br>Main Propulsion Gas Turbine<br>UG500<br>2340 | <b>REC. CODE</b><br>2340 10-1                                       |
| <b>1. ITC</b><br>Propulsion Gas Turbine Operator<br>234   | <b>2. ITC</b><br>Propulsion Gas Turbine<br>234117                  | <b>3. ITC</b><br>234112 0.4<br>(4121)                               |
| <b>FUNCTIONAL DESCRIPTION</b><br>1. Control compressor (star) variable valve actuation system<br>2. Support actuator ring sensors   |  | <b>TOTAL TIME</b><br>0.4<br><b>REPAIR TIME</b><br>0.2<br>April 1989 |
| <b>SAFETY PRECAUTIONS</b><br>1. Remove all lock tags with key Safety Precautions for Person at Risk.<br>2. Ensure all lockout procedures are in accordance with current shipboard instructions.<br>3. Disable actuator motor system before entering module.<br>4. Avoid contact with vent damper and actuating parts. |  |   |
| <b>TOOLS, PARTS, MATERIALS, TEST EQUIPMENT</b>  |  |   |
| <b>A. MATERIALS</b><br>1. 0710 Light, extension<br>2. 1104 Tag, safety (1)  |  |   |
| <b>B. TOOLS</b><br>1. 1/4" 3/16" wrench set, disassembly bar and open end, 12-18", 3/16" to 1"<br>2. 0715 Key set, special head screw, 30 short for on bracket, 0.020" - 3/8"<br>3. 0481 Scribe, thickness 3" fanter, 20-6 inch 1/4" tip  |  |   |

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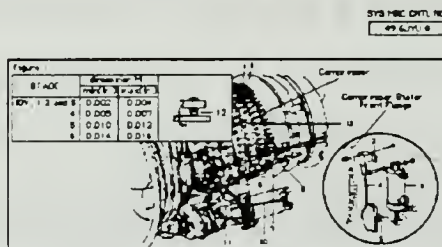
Main Propulsion Gas Turbine UG500

|   |
|---|
| <b>PROCEDURE</b>  |
| <p><b>NOTE 1:</b> Accomplish monthly (1) Gas Turbine Change (GTC) 20 "Inspected LHV" burning has not been installed. (1) GTC 20 has been installed. Accomplish each monthly. Line out periodically which does not apply.</p> <p><b>a. Preliminary</b></p> <p><b>WARNING:</b> Disable actuator motor system before entering module.</p> <p><b>WARNING:</b> Ensure all lockout procedures are in accordance with current shipboard instructions.</p> <p><b>a. Shut down gas turbine and tag operating console "Do Not Operate"</b></p> <p><b>b. Position repair release (1) 1/4" 3/16" wrench set, disassembly bar, 12-18", 3/16" to 1" and tag "Do Not Operate"</b> and tag primary and reserve motor control release until "Do Not Operate"</p> <p><b>c. Shut start of supply valve and tag "Do Not Operate"</b></p> <p><b>d. Inspect Compressor (Star) Variable Valve Actuation System</b></p> <p><b>WARNING:</b> Avoid contact with vent damper and actuating parts.</p> <p><b>a. Open end of damper</b></p> <p><b>b. Inspect lower guide and spherical bearing for loose fit, wear, raised or displaced axial, scoring and binding (see figure 1)</b></p> <p><b>c. Inspect actuator and bracket for loose damaged or missing bolts and nuts</b></p> <p><b>d. Inspect variable valve for loose or missing bolting</b></p> <p><b>e. Check all accessible variable valve outer function (with special attention to steps 2, 4, and 5) in the axial and radial directions to evaluate the degree of function bolting and outer edge. Feel for the degree of motion and listen for the sound of clicking caused by clearance between the outer function, bolting, outer, and outer edge. Refer to table 1 for interpretation.</b></p> <p><b>f. Inspect actuator lever, push from feedback position, and ball bearing bracket for loose or damaged (see damaged or missing ball bearing, and damaged linkage, and alignment status for cracks (see figure 1))</b></p> <p><b>g. Inspect feedback cable and cable and bearings for loose, damage or distortion. Inspect cable for kinks or sharp bends.</b></p> <p><b>NOTE 2:</b> Report any discrepancy resulting from this inspection to the Main Center Supervisor.</p> |

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If the MRC card has graphs and tables, they are added too.



**LEGEND**  
1- Locknut  
2- Locking Ring  
3- Spherical Bearing  
4- AC Motor Bracket  
5- AC Motor Lever  
6- AC Motor  
7- Pushrod  
8- AC Motor Lever  
9- Ball Bearing Bracket  
10- Feedback Cable  
11- Ball Bearing  
12- AC Motor Ring Spacer

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| Case Files / Description  | File Services (Libs) | Corrective Action                                      |
|---|----------------------|--|
| <b>Variable State Variable</b>  |                      |  |
| <b>a. State to 1 (highly compressible) (0.000" - 0.000")</b><br>within 10 seconds of start  | Acceptable           | None   |
| <b>b. State to 2 (moderate) (0.000" - 0.010")</b><br>within 10 seconds of start   | Acceptable           | Replace bearing / wearers within 50 hours of operation |
| <b>c. Excessive wear motion more than +/- 0.010" (radial) +/- 0.015" (circumferential) and axial</b><br>with total stock - one's effect |                      | Replace bearing / wearers within 50 hours of operation |

Table

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This function is provided to all hands and no password restriction is applied, so as to encourage that personnel print cards, take them along and review them on their own pace. No "print all MRC cards" function has been included, to restrict the printing of all the near two thousand MRC cards currently in the PMS database. If such a function is needed in the future, the modularity of the system provides the capability to globally send a print message to the whole PMS database to implement such a job.

## The "MIP\_printed" stack

This stack is used to when a hard copy of an MIP card is required. It can also be invoked from the MIP card itself or the PMS\_driver. It is of use mainly to the division officer or the PMS coordinator. This function is also capable of producing the amount of pages required for each MIP card. The format MIP cards are presented in is identical to the one used in the Navy. An example of a printed MIP card is presented below. This card consists of eight printed pages but was cut down to two for demo purposes.

[illegible][illegible]

## The "Compl\_report" stack

This stack is used to print the "% completed" graphs, as described in the report section of this manual.

## The "Spot Check" stack

This stack is used to print the "spot check" form when one is requested. An example of the spot check form as printed on the printer is shown below. Along with the spot check card, the selected MRC card is printed too.

| PMS SPOT CHECK CARD  |               |  |                               |
|--|---------------|--|-------------------------------|
| <b>SPOT CHECK INFORMATION</b>  |               |  |                               |
| Spot check performed by _____  |               |  |                               |
| Date performed _____   |               |  |                               |
| Ship   | 000 Character | Division   | (-1) Work Center <b>EMC-1</b> |
| <b>DETAILED INFORMATION</b>  |               |  |                               |
| HMC # <b>00 AFJ 3</b>  |               | Corresponding HMC # <b>0101A000-60</b>                           |                               |
| Equipment <b>Portable Storage Battery 01310C</b>   |               | Ship Station <b>↓</b>  |                               |
| Job performed by _____   |               | Date PMS job was performed <b>11/20/89</b>                       |                               |
| Days delayed from original scheduling _____  |               | Reason associated with PMS job not done <input type="checkbox"/> |                               |
| Job Description<br>1. Measure portable storage battery electrolyte specific gravity  |               |  |                               |
| <b>Items to be checked by inspector</b>  |               |  |                               |
| The user is not required, but if the maintenance was done, the person should be familiar with the PMS. Instructions should be made to determine what not:  |               |  |                               |
| <ul style="list-style-type: none"> <li>• The person actually did the work. (If not, a substituting or supervising problem exists.) If the person did not, then the individual who actually did the maintenance should be questioned. <input type="checkbox"/> <i>Passed</i> <input type="checkbox"/> <i>Failed</i></li> <li>• All parts parts of the PMS were done (i.e., if part of the PMS maintenance operation of the equipment was not performed? If there was a repair request to ground down 500 rpm, were all down ground? If there was a repair request to inspect strainers, how was it done, etc.?) <input type="checkbox"/> <i>Passed</i> <input type="checkbox"/> <i>Failed</i></li> <li>• Basic safety procedures were observed. <input type="checkbox"/> <i>Passed</i> <input type="checkbox"/> <i>Failed</i></li> <li>• The proper test materials were used (e.g., where did the test response to resin obtain the right solvent, grade, etc.?) <input type="checkbox"/> <i>Passed</i> <input type="checkbox"/> <i>Failed</i></li> <li>• If possible, make it a part of the procedure, inspect the equipment for evidence of disassembly (e.g., access plates, hold-down bolts, etc.). <input type="checkbox"/> <i>Passed</i> <input type="checkbox"/> <i>Failed</i></li> <li>• If an Equipment Code List (ECL) is required, save the parts numbers to make sure it is used. Determine by questioning and/or inspecting if the PMS was performed on all parts tested. <input type="checkbox"/> <i>Passed</i> <input type="checkbox"/> <i>Failed</i></li> </ul> |               |  |                               |
| Inspector _____  |               |  |                               |





```

subtract OneDay from it
convert it to long date
end repeat
convert it to seconds
return it
end startOfMonth

on CreateNewMonth
  push card
  go to card "monthly_calendar_model_card" of stack templates
  doMenu "Copy Card"
  pop card
  doMenu "Paste Card"
  end CreateNewMonth

on do_report
  global WORK_CENTERS TO REPORT
  global START_MONTH
  global TEMP_YEAR
  global PRINT_ME
  global GO_Q
  put 1 into STORE
  repeat with WORK_C - 1 to the number of items of WORK_CENTERS TO REPORT
    put item WORK_C of WORK_CENTERS TO REPORT into TEMPWC
    put empty into DATA_M1
    put empty into DATA_M2
    put empty into DATA_M3
    -- go to desired stack
    go to stack GO_Q
    -- look for the first card of the desired wc
    go to card 1 of bq DA model
    find TEMPWC in fld bq_fld WC DA
    -- get desired info for first card of month 1
    put char 1 of item 1 of fld bq_fld date & "-"
    & fld letter sh_status & "-" & fld completed & return
    after DATA_M1
  go next
  -- get desired info for the rest of cards of month 1
  repeat while word 2 of item 2 of fld bq_fld date is not 1
    put char 1 of item 1 of fld bq_fld date & "-"
    & fld letter sh_status & "-" & fld completed & return
    after DATA_M1
  go next
  end repeat
  -- get desired info for first card of month 2
  put char 1 of item 1 of fld bq_fld date & "-"
  & fld letter sh_status & "-" & fld completed & return
  after DATA_M2
go next
-- get desired info for the rest of cards of month 2
repeat while word 2 of item 2 of fld bq_fld date is not 1
  put char 1 of item 1 of fld bq_fld date & "-"
  & fld letter sh_status & "-" & fld completed & return
  after DATA_M2
go next
-- get desired info for the rest of cards of month 3
repeat while word 2 of item 2 of fld bq_fld date is not 1 or
the short name of this card = TEMPNAME
  put char 1 of item 1 of fld bq_fld date & "-"
  & fld letter sh_status & "-" & fld completed & return
  after DATA_M3
go next
-- get desired info for the rest of cards of month 3
repeat while word 2 of item 2 of fld bq_fld date is not 1 or
the short name of this card = TEMPNAME
  put char 1 of item 1 of fld bq_fld date & "-"
  & fld letter sh_status & "-" & fld completed & return
  after DATA_M3
go next
-- go to pick a copy of graph paper...
go to card graph_model_pms_compl of stack templates
-- get it
doMenu "Copy Card"
-- go to print stack
go to last card of stack compl_report
-- make three pieces of graph paper
repeat for 3
  doMenu "Paste Card"
end repeat
-- go to the first card
go prev
go prev
-- fill in info
put DATA_M1 into fld collect_info
put TEMPWC into fld WC_rep
put START_MONTH & "-" & TEMP_YEAR into fld month_rep
go next
put DATA_M2 into fld collect_info
put TEMPWC into fld WC_rep
put (START_MONTH + 1) & "-" & TEMP_YEAR into fld month_rep
go next
put DATA_M3 into fld collect_info
put TEMPWC into fld WC_rep
put (START_MONTH + 2) & "-" & TEMP_YEAR into fld month_rep
go next
repeat with i = 1 to 3
  go to card STOPE + i
  send mouseup to bq button make_me
end repeat
put STOPE + 3 into STOPE
end repeat
-- go to first card
go first
-- delete reminder from previous report...
doMenu "Delete Card"
-- check if output is printer
if PRINT ME then
  -- print all cards
  hide bq button print_only_me
  hide bq button lighthouse
  hide bq button go_next
  hide bq button go_prev
  hide bq button go_to_driver
  hide bq button "Performance Report"
  open printing
  print all cards
  close printing
  show bq button print_only_me
  show bq button lighthouse
  show bq button go_next
  show bq button go_prev
  show bq button go_to_driver

```

```

go to card 2 of stack pms_driver
-- restore screen
unlock screen
end if
put empty into WORK CENTERS _REPORT
put empty into START_MONTH
put empty into TEMP_YEAR
put empty into PRINT_MF
put empty into GO_Q
-- play tune
play "MOZART"
end do_report

on sp all wc
put 1 into j
put 1 into k
put card field divlist1 into divlisttemp
put the number of lines of card field divlist1 into divlisttemp1
lock screen
repeat for divlisttemp1
    put line 1 of divlisttemp into wcvvar
    put wcvvar into msg box
    if wcvvar is in "EM01,EM06" then
        put "E-1" into divvar
    else if wcvvar is in "EM02,EM03,EM04" then
        put "E-2" into divvar
    else if wcvvar is in "EM05,EM09" then
        put "E-3" into divvar
    else if wcvvar is in "CS01,CS02" then
        put "CS-1" into divvar
    else if wcvvar is in "CS03" then
        put "CS-2" into divvar
    else if wcvvar is in "CS04,CS05,CS06" then
        put "CS-1" into divvar
    else if wcvvar is in "CS07,CS08,CS09,CS10" then
        put "CS-4" into divvar
    else if wcvvar is in "OC01" then
        put "SC-1" into divvar
    else if wcvvar is in "OC02" then
        put "SC-2" into divvar
    else if wcvvar is in "OC03" then
        put "SC-3" into divvar
    else if wcvvar is in "SS02" then
        put "S-1" into divvar
    else if wcvvar is in "SS06" then
        put "S-2" into divvar
    else if wcvvar is in "SS03,SS05,SS07" then
        put "S-1" into divvar
    else if wcvvar is in "SS01,SS04" then
        put "S-4" into divvar
    end if
    put the abbrev date into datevar
    put word 1 of item 2 of datevar into dvar
    put item 3 of datevar into ytemp
    put char 4 to 5 of ytemp into ytemp
    put item 3 of datevar into yearvar
    if dvar is in "Jan, Feb, Mar" then
        put "DA Jan-Mar" & yearvar into stackvar
    else if dvar is in "Apr, May, Jun" then
        put "DA Apr-Jun" & yearvar into stackvar
    else if dvar is in "Jul, Aug, Sep" then
        put "DA Jul-Sep" & yearvar into stackvar
    else if dvar is in "Oct, Nov, Dec" then
        put "DA Oct-Dec" & yearvar into stackvar
end repeat

end if
put char 1 to 3 of word 2 of stackvar into startdate
put the short date into dattemp
convert dattemp to seconds
put dattemp - (60 * 60 * 24 * 14) into starttemp
put starttemp into difftemp
convert starttemp to long date
divide difftemp by (60 * 60 * 24)
put random (difftemp1 into rtemp
put random (7) into chkvar
if k = 1 then
    go to card 22 of stack stackvar
    put k + 1 into k
end if
find wcvvar in background field id 92
find starttemp in background field id 114
repeat for rtemp
    go next
end repeat
put false into resultvar
repeat for rtemp + 1
    put chkvar into test
    repeat for chkvar
        put line test of bg fld id 165 into varchk
        if varchk = "\326" then
            put true into resultvar
        end if
        put line test of bg fld bg fld MRC_no into MRCvar
        put line test of bg fld bg fld job_comp by into Jobvar
        put line test of bg fld bg fld PMS_days_fed into Delvar
        put line test of bg fld bg fld note_activator into notevar
        put bg fld bg fld date into dayvar
        convert dayvar to short date
        put bg fld letter_status into letter_var
        exit repeat
    end if
    put (test - 1) into test
end repeat
if resultvar = true then
    exit repeat
else
    go previous
end if
end repeat
if resultvar = false then
    -- answer "NO JOBS COMPLETED for W/C = & wcvvar with "OK"
    put j + 1 into j
    next repeat
end if
push card
go to card MRCvar of stack PMS
put word 2 of line 1 of bg fld data into MIPvar
put bg fld mr_description_field into mrvar
put bg fld equipment_field into equipvartemp
put the number of words of equipvartemp into equipno
repeat with i = 1 to equipno
    put word 1 of equipvartemp & " - after equipvar
end repeat
go to stack templates
go to card "spot_chk1"
doMenu "COPY CARD"
go to stack spot_check
doMenu "LAST"
doMenu "PASTE CARD"
put wcvvar into bg fld work_center

```

```

put deliver into bq fld division
put MRCvar into bq fld "MRC_0"
put MIPvar into bq fld "MIP_0"
put jobvar into bq fld performed_by
put dayvar into bq fld date
if deliver is empty then
  put -- into bq fld delayed
else
  put deliver into bq fld delayed
end if
if mrvar is empty then
  put -- into bq fld job_description
else
  put mrvar into bq fld job_description
end if
if equipvar is empty then
  put -- into bq fld equipment
else
  put equipvar into bq fld equipment
end if
if notevar <> empty then
  set the hllite of bq btn notes to true
end if
if letter var = "A" then
  show bq btn anchor
else if letter var = "B" then
  show bq btn at_sea
else if letter var = "C" then
  show bq btn flag
else if letter var = "D" then
  show bq btn overhaul
else if letter var = "E" then
  show bq btn inactive
end if
go to stack templates
go to card "spot ck 2"
doMenu "COPY CARD"
go to stack spot_check
doMenu "LAST"
doMenu "PASTE CARD"
put j + 1 into j
pop card
put empty into equipvar
put empty into wvar
put empty into deliver
put empty into MIPvar
put empty into jobvar
put empty into dayvar
put empty into deliver
put empty into mrvar
end repeat
go to card 1 of stack spot_check
put the number of cards into deliver
doMenu "DELETE CARD"
doMenu "DELETE CARD"
print all cards
repeat for deliver - 2
  go to card 1
doMenu "DELETE CARD"
end repeat
go to card 2 of "PMS driver"

```

```

end sp_all_wc
on sp_1_wc
  -- If "For one WC" was selected...
  --lock screen
  show card fld divlist
  show card fld divselect
  unlock screen
end sp_1_wc
**** BKGRND 02, BUTTON 01: LightHouse ****
on mouseUp
  go first
end mouseUp
**** BKGRND 02, BUTTON 04: return ****
on mouseUp
  pop card
end mouseUp
**** BKGRND 02, BUTTON 08: MPC Spot Check ****
on mouseUp
  global wvar,current_0
  put false into mrcopy
  answer "DO YOU WANT A COPY OF THE MRC" with "YES" or "NO"
  if it = "YES" then
    put true into mrcopy
  end if
  if wvar is in "EM01,EM06" then
    put "E-1" into divvar
  else if wvar is in "EM02,EM03,EM04" then
    put "E-2" into divvar
  else if wvar is in "EM05,EP09" then
    put "E-3" into divvar
  else if wvar is in "CS01,CS02" then
    put "CS-1" into divvar
  else if wvar is in "CS03" then
    put "CS-2" into divvar
  else if wvar is in "CS04,CS05,CS06" then
    put "CS-3" into divvar
  else if wvar is in "CS07,CS08,CS09,CS10" then
    put "CS-4" into divvar
  else if wvar is in "OC01" then
    put "SC-1" into divvar
  else if wvar is in "OC02" then
    put "SC-2" into divvar
  else if wvar is in "OC03" then
    put "SC-3" into divvar
  else if wvar is in "SS02" then
    put "S-1" into divvar
  else if wvar is in "SS06" then
    put "S-2" into divvar
  else if wvar is in "SS03,SS05,SS07" then
    put "S-3" into divvar
  else if wvar is in "SS01,SS04" then
    put "S-4" into divvar
  end if
  put the abbrev date into datevar
  put word 1 of item 2 of datevar into dvar
  put item 3 of datevar into ytemp
  put char 4 to 5 of ytemp into ytemp
  put item 1 of datevar into mtemp

```

```

--else if dvar is in "Apr-May-Jun" then
--  put "DA Apr-Jun" & yearvar into stackvar
-- else if dvar is in "Jul-Aug-Sep" then
--  put "DA Jul-Sep" & yearvar into stackvar
-- else if dvar is in "Oct-Nov-Dec" then
--  put "DA Oct-Dec" & yearvar into stackvar
-- end if
put current_0 into stackvar
put char 1 to 3 of word 2 of stackvar into startdate
lock screen
put the short date into dattemp
convert dattemp to seconds
put dattemp - (60 * 60 * 24 * 14) into starttemp
put dattemp - starttemp into diftemp
convert starttemp to long date
divide diftemp by (60 * 60 * 24)
put random (diftemp) into rtemp
put random (7) into chkvar
go to card 22 of stack stackvar
find wvar in background field id q2
find starttemp in background field id 114
repeat for rtemp
  go next
end repeat
put false into resultvar
repeat for rtemp + 1
  put chkvar into test
  repeat for chkvar
    put line text of background field id 165 into varchk
    if varchk = "126" then
      put true into resultvar
    put line test of bg fld bg fld MPC no into MPCvar
    put line test of bg fld bg fld job_comp1 by into jobvar
    put line test of bg fld bg fld PMS_days_fed into delvar
    put line test of bg fld bg fld note_activator into notever
    convert dayvar to short date
    put bg fld letter_sh status into letter_var
    exit repeat
  end if
  put (test - 1) into test
end repeat
if resultvar = true then
  exit repeat
else
  go previous
end if
end repeat
if resultvar = false then
  answer "NO JOBS COMPLETED" with "OK"
  go to card 2 of stack "PMS_driver"
  unlock screen
  exit mouseup
end if
go to card MPCvar of stack PMS
put word 2 of line 1 of bg fld data into MPCvar
put bg fld mr description field into mrvar
put bg fld equipment field into equipvartemp
put the number of words of equipvartemp into equipno
repeat with i = 1 to equipno
  put word i of equipvartemp & " = " after equipvar
end repeat
go to stack templates
go to card "spot_ck_1"

```

```

doMenu "COPY CARD"
go to stack spot_check
doMenu "LAST"
doMenu "PASTE CARD"
put wvar into bg fld work_center
put delvar into bg fld division
put MPCvar into bg fld "MPC_0"
put MPCvar into bg fld "MPC_0"
put jobvar into bg fld performed_by
put dayvar into bg fld date
put delvar into bg fld delayed
put mrvar into bg fld job_description
put equipvar into bg fld equipment
if notever > empty then
  set the hilite of bg btn notes to true
end if
if letter_var = "A" then
  show bg btn anchor
else if letter_var = "B" then
  show bg btn at_sea
else if letter_var = "C" then
  show bg btn flag
else if letter_var = "D" then
  show bg btn overhaul
else if letter_var = "E" then
  show bg btn inactive
end if
go to stack templates
go to card "spot_ck_2"
doMenu "COPY CARD"
go to stack spot_check
doMenu "LAST"
doMenu "PASTE CARD"
go to card 1 of stack spot_check
doMenu "DELETE CARD"
doMenu "DELETE CARD"
print all cards
if mcopy = true then
  go to card MPCvar of stack PMS
  send mouseup to background button print_mrc
end if
go to card 2 of stack "PMS_driver"
unlock screen
end mouseup

***** CARD 01: PMS_driver_open *****
on opencard
  hide menubar
  global CHECK DESIRE
  global DRV_GENERAL_MENU
  global DRV_ENGINEERING_MENU
  global DRV_SUPPORT_MENU
  global DRV_SHIP_CONTROL_MENU
  global DRV_COMBAT_SYS_MENU
  global LOG_HFCTR_DATA_MENU
  global LOG_PUBS_MENU
  global LOG_DRMG_NUM_MENU
  global LOG_DATE_MENU
  global LOG_REMARK_MENU
  global DA_PMS_MENU
  global DA_REP_MAINT_MENU
  global CURRENT_O
  global OPEN STACKS
  -- supply access

```



```

put TRUE Into OPEN_STACKS
-- ask for the user's password
play "PASSWORD PLEASE"
--prepare PMS driver's menus
-- prepare DRV_GENERAL_MENU
put "(Password, Add new member, Remove a member, Change members access, Change my pass
word" Into DRV_GENERAL_MENU
put return 6 "(Schedule, Next quarter" after DRV_GENERAL_MENU
put return 6 "(Reports & messages, % done diagram - 1 WC, % done diagram - all WC, (Rar
coded label, Navy message, Ext. rep req" after DRV_GENERAL_MENU
put return 6 "(Spot checks, (For entire ship, (For one WC" after DRV_GENERAL_MENU
put return 6 "(Go, IMRC card, (MIP card, (log card" after DRV_GENERAL_MENU
put return 6 "(Print, (Today's DA cards - all, (Today's DA card - 1 WC, (MIP card, (MRC ca
rd, (Log card" after DRV_GENERAL_MENU
put return 6 "(Toolbox, (Add more MIP cards, (Convert MIP-MRC file to stack, (Empty PMS d
atabase, (MIP-MRC cards in PMS database, (Delete a MIP set, (MC responsibility" after DRV_
GENERAL_MENU
put return 6 "(Equipment log, (Add entry, (Del entry" after ORIV_GENERAL_MENU
--prepare DRV_ENGINEERING_MENU
put "(E-1, (EM01, (EM06" Into DRV_ENGINEERING_MENU
put return 6 "(E-2, (EM02, (EM03" after ORIV_ENGINEERING_MENU
put return 6 "(E-3, (EM04, (EM05, (ER09" after DRV_ENGINEERING_MENU
--prepare DRV_SUPPORT_MENU
put "(S-1, (SS02" Into DRV_SUPPORT_MENU
put return 6 "(S-2, (SS06" after DRV_SUPPORT_MENU
put return 6 "(S-3, (SS03, (SS05, (SS07" after DRV_SUPPORT_MENU
put return 6 "(S-4, (SS01, (SS04" after DRV_SUPPORT_MENU
--prepare DRV_SHIP_CONTROL_MENU
put "(SC-1, (OC01" Into DRV_SHIP_CONTROL_MENU
put return 6 "(SC-2, (OC02" after DRV_SHIP_CONTROL_MENU
put return 6 "(SC-3, (OC03" after DRV_SHIP_CONTROL_MENU
--prepare DRV_COMBAT_SYS_MENU
put "(CS-1, (CS01, (CS02" Into DRV_COMBAT_SYS_MENU
put return 6 "(CS-2, (CS03" after DRV_COMBAT_SYS_MENU
put return 6 "(CS-3, (CS04, (CS05, (CS06" after DRV_COMBAT_SYS_MENU
put return 6 "(CS-4, (CS07, (CS08, (CS09" after DRV_COMBAT_SYS_MENU
--prepare LOG stack's menus
-- prepare LOG_MFCTR_DATA_MENU
put "(DIAL mfctr" Into LOG_MFCTR_DATA_MENU
put return 6 "(Modify mfctr data" after LOG_MFCTR_DATA_MENU
-- prepare LOG_PUBS_MENU
put "(Go to pub" Into LOG_PUBS_MENU
put return 6 "(Modify pubs" after LOG_PUBS_MENU
-- prepare LOG_DRWG_NUM_MENU
put "(Go to drawing" Into LOG_DRWG_NUM_MENU
put return 6 "(Modify drawings" after LOG_DRWG_NUM_MENU
-- prepare LOG_OATE_MENU
put "(Enter today's date" Into LOG_OATE_MENU
put return 6 "(Remove date" after LOG_OATE_MENU
put return 6 "(Enter other date" after LOG_OATE_MENU
-- prepare LOG_REMARK_MENU
put "(Add data" Into LOG_REMARK_MENU
put return 6 "(Modify remarks" after LOG_REMARK_MENU
--prepare OA cards' menus
-- prepare OA_PMS_MENU
put "(Check job, (Done, (Cancel check, (Cancel PMS job" Into OA_PMS_MENU
put return 6 "(Notes, (Fill, (See, (See all" after DA_PMS_MENU
put return 6 "(Equipment log, (Go to log, (Add job to log" after DA_PMS_MENU
put return 6 "(Go, (MRC card, (MIP card" after DA_PMS_MENU
put return 6 "(Comment, Job completed successfully, Missing MRC card, Tools not available,

```

```

FNU
put return 6 "(Check repair job, (Done, (Cancel check, (Cancel repair job" after DA_REP_MA
INT_MENU
-- prepare change password flag
put 1234 Into CHECK_DEGREE
put empty Into card_fid abcd of card PMS_driver_crdl
-- find current quarter
put the date Into TO_EXTR
convert TO_EXTR to dateItems
-- check what quarter we are on
If Item 2 of TO_EXTR = 1 or Item 2 of TO_EXTR = 2 or Item 2 of TO_EXTR = 3 then
put "0A JAN-MAR" 66 Item 1 of TO_EXTR Into CURRENT_0
end If
If Item 2 of TO_EXTR = 4 or Item 2 of TO_EXTR = 5 or Item 2 of TO_EXTR = 6 then
put "0A APR-JUN" 66 Item 1 of TO_EXTR Into CURRENT_0
end If
If Item 2 of TO_EXTR = 7 or Item 2 of TO_EXTR = 8 or Item 2 of TO_EXTR = 9 then
put "0A JUL-SEP" 66 Item 1 of TO_EXTR Into CURRENT_0
end If
If Item 2 of TO_EXTR = 10 or Item 2 of TO_EXTR = 11 or Item 2 of TO_EXTR = 12 then
put "0A OCT-DEC" 66 Item 1 of TO_EXTR Into CURRENT_0
end If
end opncard

on returnkey
-- set the msg box out of sight
set the loc of msg to 22,-500
If msg box = empty then
-- no password typed and therefore repeat password request
send opncard to this card
else
-- If some password was typed
put msg Into PRESERVE_PWD
put msg Into card_fid abcd of card PMS_driver_crdl
put empty Into msg
hide msg
set the loc of msg to 22,300
-- Inform the user
-- If the first time password was given
If PRESERVE_PWD Is "me" then
ask "Give me your last name please."
put It Into NAME_CHECK
If NAME_CHECK Is not empty then
show button "Checking password database..."
lock screen
push card
-- go to check whether a card is set up for this person
go to stack "Password stack"
find whole NAME_CHECK in fld bg_fid_rank_name
-- If person not yet in the database or somebody with same name
-- already there
If the result Is not empty or fld dup Is not "me" then
set the lockMessages to true
pop card
hide button "Checking password database..."
show button "Access denied !!!"
beep
unlock screen
set the lockMessages to false
wait 4 seconds

```

```

put the short id of this card into TEMP_ID
pop card
unlock screen
set the lockMessages to false
hide button "Checking password database..."
ask "What is your new password ?"
if it is not empty then
  put it into PWD1
  if it = PWD1 then
    ask "Type it again please..."
    show button "Setting password..."
    lock screen
    push card
    go to card id TEMP_ID of stack "Password stack"
    put PWD1 into fld dwp
    set the lockMessages to true
  else
    pop card
    hide button "Setting password..."
    unlock screen
    set the lockMessages to false
    send openCard to this card
  else
    -- the person typed two different passwords
    show button "No match..."
    beep
    wait 4
    hide button "No match..."
    send openCard to this card
  end if
end if
end if
else
  show button "Checking password database..."
  lock screen
  push card
  hide button "Checking password database..."
  -- go to check whether a card is set up for this person
  go to stack "password stack"
  find whole PPESEPV_PWD in fld dwp
  if the result is empty then
    send mouseUp to button do_it
    set the lockMessages to false
  else
    set the lockMessages to true
    pop card
    show button "Access denied !!!"
    beep
    unlock screen
    set the lockMessages to false
    wait 4 seconds
    hide button "Access denied !!!"
    send openCard to this card
  end if
end if
end if
end returnkey

***** CARD #1, BUTTON #1: New Button *****
on mouseUp
  pop card
  end mouseUp

***** CARD #2: PMS_driver_crd1 *****

```

```

on returnkey
  global CHECK_DESIPE
  -- check if return key was not pressed after change password request
  if CHECK_DESIPE is not 0876 then
    -- release trap of returnkey
    pass returnkey
    -- but if it was...
  else
    -- set the msg box out of sight
    set the loc of msg to 22,-1500
    -- check if a password was typed
    if msg box = empty then
      -- none was typed, exit the process
      exit returnkey
    -- but if some password was typed...
  else
    -- store password typed
    put msg into TEMP_PWD
    put card fld abcd into PPESEPV_PWD
    -- empty the message box
    put empty into msg
    -- hide the message box
    hide msg
    -- restore the location of the message box to its original location
    set the loc of msg to 22,300
    -- check if the password given was the same as the one given at the
    -- entry level of the system
    -- if not...
    if TEMP_PWD is not PPESEPV_PWD then
      -- Inform the user that wrong pwd
      beep
      show button "Access denied !!!"
      wait 4 seconds
      hide button "Access denied !!!"
      -- but if it was...
    else
      -- prompt the user for his new password
      ask "What is your new password ?"
      -- check if the user has typed something for password
      if it is not empty then
        -- store it temporarily
        put it into PWD1
        -- prompt the user to type it again to make sure he remembers it
        ask "Type it again please..."
        -- check if the two passwords were the same
        if it = PWD1 then
          -- inform the user and change cursor to "wait"
          set cursor to 4
          show button "Setting password....."
          -- lock the screen to make things go faster
          lock screen
          -- prepare new screen after completion of the process
          hide button "Setting password....."
          -- preserve this card
          push card
          -- go to the pwd db to find his card
          go to stack "password stack"
          find whole PPESEPV_PWD in fld dwp
          -- set his pwd to his new pwd
          put PWD1 into fld dwp
          -- return to the driver card
          pop card
          -- restore screen
          unlock screen

```

```

-- return to the PMS system with the new password or exit
go first
-- but if the person typed two different passwords
else
-- Inform the user
show button "No match....."
-- get his attention
beep
-- wait a little so that he reads the message
wait 4
-- bring screen to its original condition
hide button "No match....."
-- ask the user if he wants to retry
answer "Repeat the process ?" with "Ok" or "Cancel"
-- If he does....
If It is "Ok" then
-- retry...
send returnkey to this card
-- but if not
else
-- exit the PMS system
go first
end if -- user wants to retry
end if -- the two supplied pws match
and if -- pws not empty
and if -- pws supplied is not the same as the original
and if -- pws was not supplied
end if -- return key was not pressed after password request
end returnkey

***** CARD #2, FIELD #1: rmv_person_list *****
on mousedown
-- unlock the field in order to be able to find the selection
set the locktext of me to false
-- select the name of the person clicked
select item 1 of line clickline() of me
-- restore the previous condition of the field
set locktext of me to true
-- check whether the user clicked on a blank line to exit
if the selection is empty then
exit mousedown
-- but if not...
else
-- save the selected text and form question
put the selection into SAVE_SELECT
put "Remove:" & SAVE_SELECT into ASK_VAR
-- click outside the field to deselect the person
click at 128,157
-- verify with the user that he really wants to remove this person from the db
answer ASK_VAR with "Ok" or "Cancel"
-- check if the user answered Ok
if it is "Ok" then
-- lock the screen to make things go faster
lock screen
-- hide the list
hide button "Click on desired person"
hide me
-- Inform user
show button "searching....."
-- show changes
unlock screen
-- lock again to make things faster
lock screen
-- Inform the user

```

```

lock screen
-- hide info
hide button "Removing person....."
-- preserve this card
push card
-- go to password stack to find and delete the card
go to stack "Password Stack"
-- find the desired card
find SAVE_SELECT in fld by fld_rank_name
-- delete this card
doMenu "Delete Card"
-- compact the stack to preserve space
doMenu "Compact Stack"
-- return back to PMS driver
pop card
-- restore screen
unlock screen
-- if the user changed his mind...
else
-- lock the screen to make things go faster
lock screen
-- hide the list
hide button "Click on desired person"
hide me
and if -- do delete
and if -- the user have clicked on an empty line
and mousedown
***** CARD #2, FIELD #2: change_access_list *****
on mousedown
-- unlock the field in order to be able to find the selection
set the locktext of me to false
-- select the name of the person clicked
select item 1 of line clickline() of me
-- restore the previous condition of the field
set locktext of me to true
-- check whether the user clicked on a blank line to exit
if the selection is empty then
exit mousedown
-- but if not...
else
-- save the selected text and form question
put the selection into SAVE_SELECT
put "Change:" & SAVE_SELECT into ASK_VAR
-- click outside the field to deselect the person
click at 128,157
-- verify with the user that he really wants to remove this person from the db
answer ASK_VAR with "Ok" or "Cancel"
-- check if the user answered Ok
if it is "Ok" then
-- lock the screen to make things go faster
lock screen
-- hide the list
hide button "Click on desired person"
hide me
-- Inform user
show button "searching....."
-- show changes
unlock screen
-- lock again to make things faster
lock screen
-- Inform the user

```

```

go to stack "password Stack"
-- find the desired card
find SAVE_SELECT in fld bq_fld_rank_name
-- restore screen
unlock screen
-- If the user changed his mind...
else
    -- lock the screen to make things go faster
    lock screen
    -- hide the list
    hide button "Click on desired person"
    hide me
    end if -- do change
    and if -- the user have clicked on an empty line
    end mouseup
end mouseup

***** CARD #2, FIELD #5: DIVLIST *****
on mouseup
    global wcvvar, linstemp, divlisttemp
    put the number of lines of me into linstemp
    get item 2 of the clickloc - top of me + scroll of me
    put 1 + it div the textheight of me into lineNum
    select line lineNum of me
    put the selection into wcvvar
    --lock screen
    hide card fld divselect
    hide me
    --unlock screen
    send mouseup to bq button "MRC spot check"
    end mouseup

***** CARD #2, FIELD #6: DIVLIST *****
on mouseup
    global wcvvar, linstemp, divlisttemp
    put the number of lines of me into linstemp
    get item 2 of the clickloc - top of me + scroll of me
    put 1 + it div the textheight of me into lineNum
    select line lineNum of me
    put the selection into wcvvar
    --lock screen
    hide card fld divselect
    hide me
    --unlock screen
    send mouseup to bq button "MRC spot check"
    end mouseup

***** CARD #2, FIELD #6: DIVLIST *****
on mouseup
    global wcvvar, linstemp, divlisttemp
    put the number of lines of me into linstemp
    get item 2 of the clickloc - top of me + scroll of me
    put 1 + it div the textheight of me into lineNum
    select line lineNum of me
    put the selection into wcvvar
    --lock screen
    hide card fld divselect
    hide me
    --unlock screen
    send mouseup to bq button "MRC spot check"
    end mouseup

***** CARD #2, BUTTON #1: New Button *****
on mouseDown
    -- set the menu according to password
    global DRV_ENGINEERING_MENU
    -- use current quarter
    global CURRENT_Q
    -- show appropriate menu
    get HPopUpMenu(DRV_ENGINEERING_MENU, 0, 126, 348)
    -- check if item was selected
    -- If yes...
    If it is not zero then
        -- preserve this card
        push card
        -- extract selection
        put item 1 of it into theline
        put item 2 of it into rthitem
        -- find what the selection is...
        get item theline of line theline of DRV_ENGINEERING_MENU

```

```

-- preserve it
put it into WHAT_DAY
-- get today's date
put the long date into WHAT_DAY
-- lock the screen to let things roll faster
lock screen
-- find current quarter's stack
go to stack CURRENT_Q
-- If it is not there
If the result is not empty then
    -- unlock the screen
    unlock screen
    -- inform the user
    answer "Quarter not scheduled..."
    -- get attention
    beep
    -- exit event
    exit mouseDown
    -- but if it is there...
else
    -- unhighlight the button
    set the hilite of me to false
    -- find the desired work center
    go to card 1 of bq PA_model
    find WHAT_DAY in fld bq fld WC_DA
    -- If PMS do not exist for this WC
    If the result is not empty then
        -- return to driver
        pop card
        -- get attention
        beep
        -- restore screen
        unlock screen
        -- inform user
        answer "No PMS for this Work Center !!!"
        wait 4 seconds
        -- exit event
        exit mouseDown
        -- but if there are PMS for this WC...
    else
        -- find today's date
        find WHAT_DAY
        -- click to cancel "find" box
        click at 363,49
        -- restore screen
        unlock screen
    end if
end if
-- exit event
end mouseDown

***** CARD #2, BUTTON #7: New Button *****
on mouseDown
    -- set the menu according to password
    global DRV_COMBAT_SYS_MENU
    -- use current quarter
    global CURRENT_Q
    -- show appropriate menu
    get HPopUpMenu(DRV_COMBAT_SYS_MENU, 0, 168, 304)
    -- check if item was selected
    -- If yes...
    If it is not zero then
        -- preserve this card

```



```

push card
-- extract selection
put item 1 of it into theline
put item 2 of it into theitem
-- find what the selection is...
get item theitem of line theline of DRIV_COMBAT_SYS_MENU
-- preserve it
put it into WHAT_MC
-- get today's date
put the long date into WHAT_DAY
-- lock the screen to let things roll faster
lock screen
-- find current quarter's stack
go to stack CURRENT_Q
-- if it is not there
if the result is not empty then
-- unlock the screen
unlock screen
-- inform the user
answer "Quarter not scheduled..."
-- get attention
beep
-- exit event
exit mouseDown
-- but if it is there...
else
-- unhighlight the button
set the highlight of me to false
-- find the desired work center
go to card 1 of bq DA_model
find WHAT_MC in fld bq_fld_MC_DA
-- if PMS do not exist for this MC
if the result is not empty then
-- return to driver
pop card
-- get attention
beep
-- restore screen
unlock screen
-- inform user
answer "No PMS for this Work Center !!!"
wait 4 seconds
-- exit event
exit mouseDown
-- but if there are PMS for this MC...
else
-- find today's date
find WHAT_DAY
-- click to cancel "find" box
click at 363,49
-- restore screen
unlock screen
end if
end if
-- exit event
end mouseDown
----- CARD #2: BUTTON #3: New Button -----
on mouseDown
-- set the menu according to password
global DRIV_SHIP_CONTROL_MENU

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-- show appropriate menu
get HPopMenu(DRIV_SHIP_CONTROL_MENU,0,208,260)
-- check if item was selected
-- if yes...
if it is not zero then
-- preserve this card
push card
-- extract selection
put item 1 of it into theline
put item 2 of it into theitem
-- find what the selection is...
get item theitem of line theline of DRIV_SHIP_CONTROL_MENU
-- preserve it
put it into WHAT_MC
-- get today's date
put the long date into WHAT_DAY
-- lock the screen to let things roll faster
lock screen
-- find current quarter's stack
go to stack CURRENT_Q
-- if it is not there
if the result is not empty then
-- unlock the screen
unlock screen
-- inform the user
answer "Quarter not scheduled..."
-- get attention
beep
-- exit event
exit mouseDown
-- but if it is there...
else
-- unhighlight the button
set the highlight of me to false
-- find the desired work center
go to card 1 of bq DA_model
find WHAT_MC in fld bq_fld_MC_DA
-- if PMS do not exist for this MC
if the result is not empty then
-- return to driver
pop card
-- get attention
beep
-- restore screen
unlock screen
-- inform user
answer "No PMS for this Work Center !!!"
wait 4 seconds
-- exit event
exit mouseDown
-- but if there are PMS for this MC...
else
-- find today's date
find WHAT_DAY
-- click to cancel "find" box
click at 363,49
-- restore screen
unlock screen
end if
end if

```

```

..... CARD #2, BUTTON #4: New Button .....
on mouseDown
-- set the menu according to password
global DRIV_SUPPORT_MENU
-- use current quarter
global CURRENT_Q
-- show appropriate menu
get HPopUpMenu(DRIV_SUPPORT_MENU,0,248,216)
-- check if item was selected
-- if yes...
if it is not zero then
-- preserve this card
push card
-- extract selection
put item 1 of it into theline
put item 2 of it into theitem
-- find what the selection is...
get item theitem of line theline of DRIV_SUPPORT_MENU
-- preserve it
put it into WHAT_WC
-- get today's date
put the long date into WHAT_DAY
-- lock the screen to let things roll faster
lock screen
-- find current quarter's stack
go to stack CURRENT_Q
-- if it is not there
if the result is not empty then
-- unlock the screen
unlock screen
-- inform the user
answer "Quarter not scheduled..."
-- get attention
beep
-- exit event
exit mouseDown
-- but if it is there...
else
-- unhighlight the button
set the highlight of me to false
-- find the desired work center
go to card 1 of the DA_model
find WHAT_WC in fid to fid WC_DA
-- if PMS do not exist for this WC
if the result is not empty then
-- return to driver
pop card
-- get attention
beep
-- restore screen
unlock screen
-- inform user
answer "No PMS for this Work Center !!!"
wait 4 seconds
-- exit event
exit mouseDown
-- but if there are PMS for this WC...
else
-- find today's date
find WHAT_DAY
-- click to cancel "find" box
click at 163,49
-- restore screen
unlock screen
end if
end if
-- exit event
end mouseDown

..... CARD #2, BUTTON #5: crd_but_PMS .....
on mouseDown
global CHECK_DESIRE
-- use current quarter
global CURRENT_Q
-- set up the appropriate menu for this person
global DRIV_GENERAL_MENU
-- form the menu
get HPopUpMenu(DRIV_GENERAL_MENU,0,188,65)
-- if the mouse button was released with in the menu...
if it is not zero then
-- save the position the mouse was released into variables
put item 1 of it into theline
put item 2 of it into theitem
-- unhighlight this button
set the highlight of me to false
-- if "Password" was selected from menu
if theline = 1 then
-- check which item of the submenu was selected
-- if "Add new member" was selected...
if theitem = 2 then
-- change cursor so that the user knows he has to wait a little
set cursor to 4
-- lock the screen so that operation is faster
lock screen
-- preserve this card
push card
-- go to template stack to retrieve a new form
go to card "password_crd_model" of stack templates
-- get a copy
doMenu "Copy Card"
-- come back
pop card
-- place it after the current card of driver
doMenu "paste Card"
-- finally unlock the screen to enable user see the card
unlock screen
end if
-- if "Remove a member" was selected...
if theitem = 3 then
-- change cursor so that the user knows he has to wait a little
set cursor to 4
-- inform user
show button "Preparing list....."
-- lock the screen so that operation is faster
lock screen
-- hide button, so that when back the user will not see it any more
hide button "Preparing list....."
-- preserve this card
push card
-- go to password stack to retrieve all members in db
go to stack "password stack"
-- empty variable to store retrieved information
put empty into TRANSFER_PEOPLE
-- check all cards and retrieve name and position
repeat with i = 2 to the number of cards
-- get desired info
get fid to fid_rank_name of card i

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-- store it temporarily
put it into VAPI
get fld bg fld position of card i
put VAR1 & ", (" & it & ") " & return after TRANSFER PEOPLE
end repeat
-- come back
pop card
--put the retrieved information into the field
put fieldsort(TRANSFER_PEOPLE.1) into card fld rmv_person_list
-- show the button and the field
show card fld rmv_person_list
show button "Click on desired person"
-- finally unlock the screen to enable user see the card
unlock screen
end if
-- if "Change member's access" was selected...
if theItem = 4 then
-- change cursor so that the user knows he has to wait a little
set cursor to 4
-- inform user
show button "Preparing list....."
-- lock the screen so that operation is faster
lock screen
-- hide button, so that when back the user will not see it any more
hide button "Preparing list....."
-- preserve this card
push card
-- go to password stack to retrieve all members in db
go to stack "Password stack"
-- empty variable to store retrieved information
put empty into TRANSFER_PEOPLE
-- check all cards and retrieve name and position
repeat with i = 2 to the number of cards
-- get desired info
get fld bg fld_rank_name of card i
-- store it temporarily
put it into VAPI
get fld bg fld position of card i
put VAR1 & ", (" & it & ") " & return after TRANSFER PEOPLE
end repeat
-- come back
pop card
--put the retrieved information into the field
put fieldsort(TRANSFER_PEOPLE.1) into card fld change_access_list
-- show the button and the field
show card fld change_access_list
show button "Click on desired person"
-- finally unlock the screen to enable user see the card
unlock screen
end if
-- if "Change my password" was selected...
if theItem = 5 then
global CHECK_OESIRE
-- prompt the user to enter his old password
play "PASSWORD PLEASE"
-- set flag to activate the return key
put 9876 into CHECK_OESIRE
end if
end if
-- password menu was selected
-- if "Schedule" was selected from menu
if theItem = 2 then
-- check which item of the submenu was selected

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```

-- change the cursor to let the user know he has to wait
set cursor to 4
-- Create a new set of cards for next quarter
NewQuarter
end if
end if -- "Schedule" menu was selected
-- if "Reports and messages" was selected from menu
if theItem = 3 then
-- check which item of the submenu was selected
-- if "A done diagram - 1 WC" was selected...
if theItem = 2 then
-- This handler generates a graph for each month of the quarter specified
-- for a particular WC
-- create and clear three variables to work with
global WORK_CENTERS_TO_REPORT
global START_MONTH
global TEMP_YEAR
global GO_0
push card
show bg button "Clearing old reports..."
lock screen
hide bg button "Clearing old reports..."
go to stack comp_report
repeat with i = 2 to the number of cards
doMenu "Delete Card"
end repeat
pop card
unlock screen
-- ask the user for which WC he cares
ask "WC to generate report for:"
-- if the user changed his mind...
if it is empty or it is "Cancel" then
-- exit event
exit mouseDown
-- but if not
else
show bg button "Checking access privilege..."
-- suspend screen drawing
lock screen
hide bg button "Checking access privilege..."
-- temporarily store the WC
put it into WORK_CENTERS_TO_REPORT
-- change to upper
repeat with in_char = 1 to length(WORK_CENTERS_TO_REPORT)
if charToNum(char in_char of WORK_CENTERS_TO_REPORT) > 96 and
charToNum(char in_char of WORK_CENTERS_TO_REPORT) < 123 then
put numToChar(charToNum(char in_char of WORK_CENTERS_TO_REPORT) - 32) into
char in_char of WORK_CENTERS_TO_REPORT
end if
end repeat
-- get persons pud
put card fld abcd into CHECK_ACCESS
-- preserve this card
push card
-- go to check if the WC entered is valid
go to stack ship_data
-- try to find it
find WORK_CENTERS_TO_REPORT in fld wc_resp
-- if failed...
if the result is not none then

```

```

-- restore screen
unlock screen
-- Inform the user...
answer "No such WC..."
-- but if succeeded...
else
-- go to check if the user has access to this WC
go to stack "password stack"
-- look for his card
find CHECK_ACCESS in fld dwp
-- check if he has access to this WC
-- If the hllite of button WORK_CENTERS TO REPORT then
-- If he does...return to driver
pop card
-- restore screen
unlock screen
-- ask him what quarter he cares about
put the date into MAKEDATE
convert MAKEDATE to dateitems
put item 2 of MAKEDATE & "/" & item 1 of MAKEDATE into MAKEDATE
ask "Month in desired quarter (mm/yyyy)..." with MAKEDATE
-- If he changed his mind
-- If it is empty or it is "Cancel" then
-- exit event
exit mouseDown
-- but if he typed something in
else
-- suspend screen drawing
lock screen
-- preserve card
push card
-- store the month typed in temporarily
put it into TEMP
-- split the month from the year
put char 1 to 2 of TEMP into TEMP_MONTH
if char 1 of TEMP_MONTH = "0" then
delete char 1 of TEMP_MONTH
and if
put char 4 to 7 of TEMP into TEMP_YEAR
-- for desired quarter
if TEMP_MONTH = 1 or TEMP_MONTH = 2 or TEMP_MONTH = 3 then
put "01 JAN-MAR" & TEMP_YEAR into GO_0
put 1 into START_MONTH
end if
if TEMP_MONTH = 4 or TEMP_MONTH = 5 or TEMP_MONTH = 6 then
put "04 APR-JUN" & TEMP_YEAR into GO_0
put 4 into START_MONTH
end if
if TEMP_MONTH = 7 or TEMP_MONTH = 8 or TEMP_MONTH = 9 then
put "07 JUL-SEP" & TEMP_YEAR into GO_0
put 7 into START_MONTH
end if
if TEMP_MONTH = 10 or TEMP_MONTH = 11 or TEMP_MONTH = 12 then
put "10 OCT-DEC" & TEMP_YEAR into GO_0
put 10 into START_MONTH
end if
-- go to desired stack
go to stack GO_0
-- If the stack is not in the system
-- If the result is not empty then
-- return to the driver
pop card
-- restore screen
unlock screen
-- Inform the user
answer "Quarter not in the system..."
-- exit event
exit mouseDown
-- but if it is there...
else
pop card
lock screen
show button output border
show button "Select output device"
show button to printer
show button to screen
show button dont do report
unlock screen
end if -- the result is not empty
and if -- month is empty
else
-- return to driver
pop card
-- restore screen
unlock screen
-- get attention
beep
-- Inform user
show button "Access denied !!!"
-- wait to let user see it
wait 4 seconds
-- exit event
exit mouseDown
end if -- the hllite of WC
and if -- the result is not empty
and if -- empty or cancel
end if
-- If "A" done diagram - all WC was selected...
if theitem = 3 then
-- This handler generates a graph for each month of the quarter specified
-- for all WC
-- create and clear three variables to work with
global WORK_CENTERS_TO_REPORT
global START_MONTH
global TEMP_YEAR
global GO_0
push card
show button "Clearing old reports..."
lock screen
hide button "Clearing old reports..."
go to stack comp1 report
repeat with 1 - 2 to the number of cards
doMenu "Delete Card"
end repeat
pop card
unlock screen
-- ask him what quarter he cares about
put the date into MAKEDATE
convert MAKEDATE to dateitems
put item 2 of MAKEDATE & "/" & item 1 of MAKEDATE into MAKEDATE
ask "Month in desired quarter (mm/yyyy)..." with MAKEDATE
-- If he changed his mind
-- If it is empty or it is "Cancel" then
-- exit event
exit mouseDown
-- but if he typed something in
else
-- suspend screen drawing

```



```

lock screen
-- preserve card
push card
--store the month typed in temporarily
put it into TEMP
--split the month from the year
put char 1 to 2 of TEMP into TEMP_MONTH
if char 1 of TEMP_MONTH = "0" then
  delete char 1 of TEMP_MONTH
end if
put char 4 to 7 of TEMP into TEMP_YEAR
-- for desired quarter
if TEMP_MONTH = 1 or TEMP_MONTH = 2 or TEMP_MONTH = 3 then
  put "DA JAN-MAR" && TEMP_YEAR into GO_0
  put 1 into START_MONTH
end if
if TEMP_MONTH = 4 or TEMP_MONTH = 5 or TEMP_MONTH = 6 then
  put "DA APR-JUN" && TEMP_YEAR into GO_0
  put 4 into START_MONTH
end if
if TEMP_MONTH = 7 or TEMP_MONTH = 8 or TEMP_MONTH = 9 then
  put "DA JUL-SEP" && TEMP_YEAR into GO_0
  put 7 into START_MONTH
end if
if TEMP_MONTH = 10 or TEMP_MONTH = 11 or TEMP_MONTH = 12 then
  put "DA OCT-DEC" && TEMP_YEAR into GO_0
  put 10 into START_MONTH
end if
-- go to desired stack
go to stack GO_0
-- if the stack is not in the system
if the result is not empty then
  -- return to the driver
  pop card
  -- restore screen
  unlock screen
  -- inform the user
  answer "Quarter not in the system..."
  -- exit event
  exit mouseDown
  -- but if it is there...
else
  put empty into WORK_CENTERS_TO_REPORT
  go to card 1 of bq responsibility_bq of stack ship_data
  repeat with i1 - 1 to the number of cards of bq responsibility_bq
    get fid wc_resp of card i1 of bq responsibility_bq
    put it & "-" after WORK_CENTERS_TO_REPORT
  end repeat
  pop card
  lock screen
  show button output_border
  show button "Select output device"
  show button to_printer
  show button to_screen
  show button dont_do_report
  unlock screen
  end if -- the result is not empty
end if -- month is empty
-- If "Bar coded label" was selected...
if theitem = 4 then
  lock screen
  -- preserve this card
  push card
  -- go to template stack to retrieve a new form
  go to card "bar_coded_model" of stack templates
  -- get a copy
  doMenu "Copy Card"
  -- come back
  pop card
  -- place it after the current card of driver
  doMenu "Paste Card"
  -- put today's date
  put the date into fid date
  -- finally unlock the screen to enable user see the card
  unlock screen
  -- prepare for typing
  click at 374,91
end if
-- If "Navy message" was selected...
if theitem = 5 then
  end if
-- If "Fxl. rep req" was selected...
if theitem = 6 then
  end if
end if -- "Reports and messages" menu was selected
-- If "Spot checks" was selected from menu
if theline = 4 then
  -- check which item of the submenu was selected
  -- If "For entire ship" was selected...
  if theitem = 2 then
    sp_all_wc
  end if
  -- If "For one WC" was selected...
  if theitem = 3 then
    sp_1_wc
  end if
end if -- "Spot checks" menu was selected
-- If the "Go" was selected from menu
if theline = 5 then
  -- check which item of the submenu was selected
  -- If "MBC card" was selected...
  if theitem = 2 then
    ask "MBC number to go..."
    if it is empty or it is "cancel" then
      exit mouseDown
    else
      put it into HRC_TO_FIND
      set cursor to 4
      push card
      lock screen
      go to stack PMS
      go to card (item 2 of line binary(mrc_list,HRC_TO_FIND) of fid
        mrc_list)
      unlock screen
      end if
    end if
  -- If "MIP card" was selected...
  if theitem = 3 then
    end if
  end if

```

```

else
  put it into MIP_TO_FIND
  set cursor to 4
  push card
  lock screen
  go to stack PMS
  go to card (item 2 of line binary(mip_list.MIP_TO_FIND) of fld
  mip_list)
  unlock screen
  and if
  -- if "Log card" was selected...
  if theitem = 4 then
    ask "Init name to go..."
    if it is empty or it is "Cancel" then
      exit mouseDown
    else
      lock screen
      put it into LOG_TO_FIND
      set cursor to 4
      push card
      go to stack log
      find LOG_TO_FIND in fld unit
      if the result is not empty then
        -- inform the user that no satch LOG card exists
        -- return to driver
        pop card
        unlock screen
        -- get attention
        beep
        show button "No satch LOG card....."
        wait 4 seconds
        -- restore screen
        hide button "No satch LOG card....."
        -- ...and exit event
        exit mouseDown
      else
        unlock screen
        and if
        end if
      end if
    end if
  end if
  -- if "Go" menu was selected
  if theitem = 6 then
    -- check which item of the submenu was selected
    -- if "Today's OA cards - all" was selected...
    if theitem = 2 then
      lock screen
      push card
      -- go to stack ship data
      -- put empty into HOLDER
      -- repeat with i - 1 to the number of cards of bg responsibility_bg
      -- put fld MC_resp 6 "-" after HOLDER
      -- end repeat
      put "EM01,EM02,EM03," into HOLDER
      --pop Card
      put the date into TODAY
      convert TODAY to long date
      repeat with i - 1 to the number of items of HOLDER
        go to stack CURRENT_O
        find item i of HOLDER
        find TODAY
        send mouseUp to bg button Print_OA
      end repeat
    end if
  end if

```

```

end if
-- if "Today's DA card - 1 WC" was selected...
if theitem = 1 then
  push card
  ask "DA card for which Work Center?"
  if it is "Cancel" then
    exit mouseDown
  else
    put it into WC_TO_PRINT
    lock screen
    put card fld ated into CHECK
    go to stack "password stack"
    find CHECK in fld dwp
    if not the hllite of button WC_TO_PRINT then
      pop card
      unlock screen
      beep
      show button "Access denied !!!"
      wait 4 seconds
      hide button "Access denied !!!"
      exit mouseDown
    else
      go to stack CURRENT_O
      find WC_TO_PRINT
      if the result is not empty then
        pop card
        unlock screen
        beep
        answer "No such WC !!!"
        exit mouseDown
      else
        send mouseUp to bg button print_DA
        unlock screen
        pop card
        end if
      end if
    end if
  end if
  -- if "MIP card" was selected...
  if theitem = 4 then
    ask "MIP number to print..."
    if it is empty or it is "Cancel" then
      exit mouseDown
    else
      put it into MIP_TO_FIND
      set cursor to 4
      push card
      lock screen
      go to card MIP_TO_FIND of stack PMS
      if the result is not empty then
        -- inform the user that no satch MIP
        -- return to driver
        pop card
        unlock screen
        -- get attention
        beep
        show button "No satch MIP....."
        wait 4 seconds
        -- restore the screen
        hide button "No satch MIP....."
        -- ...and exit event
        exit mouseDown
      else
        send mouseUp to bg button "Print this mip"

```

```

pop card
unlock screen
end if
end if
-- If "MRC card" was selected...
if theitem = 5 then
ask "MRC number to print..."
if it is empty or it is "Cancel" then
exit mouseDown
else
put it into MRC_TO_FIND
set cursor to 4
push card
lock screen
go to card MRC_TO_FIND of stack PMS
if the result is not empty then
-- Inform the user that no satch MIP
-- return to driver
pop card
unlock screen
-- get attention
beep
show button "No satch MRC....."
wait 4 seconds
-- restore the screen
hide button "No satch MRC....."
-- ...and exit event
exit mouseDown
else
send mouseUp to bg button "Print_mrc"
pop card
unlock screen
end if
end if
-- If "Log card" was selected...
if theitem = 6 then
ask "Unit name to print..."
if it is empty or it is "Cancel" then
exit mouseDown
else
lock screen
put it into LOG_TO_FIND
set cursor to 4
push card
go to stack log
find LOG_TO_FIND in fld unit
if the result is not empty then
-- Inform the user that no satch LOG card
-- return to driver
pop card
unlock screen
-- get attention
beep
show button "No satch LOG card....."
wait 4 seconds
-- restore the screen
hide button "No satch LOG card....."
-- ...and exit event
exit mouseDown
else
unlock screen
end if
end if
or "Yes"
if it is "No" then
answer "find the desired card and print..."
with "Cancel" or "Ok"
if it is "Cancel" then
pop card
else
exit mouseDown
end if
end if
send mouseUp to bg button print_log_rep
pop card
end if
end if
and if
end if
-- If "Print" menu was selected
-- If the "Toolbox" was selected from menu
if theline = 7 then
-- check which item of the submenu was selected
-- If "Add more MIP cards" was selected...
if theitem = 2 then
end if
-- If "Convert MIP-MRC file to stack" was selected...
if theitem = 3 then
end if
-- If "Empty PMS database" was selected...
if theitem = 4 then
push card
go to card empty_pms_db of stack "PMS toolbox"
end if
-- If "MIP-MRC cards in PMS database" was selected...
if theitem = 5 then
push card
go to card mip_mrc_list of stack "PMS toolbox"
end if
-- If "Delete a MIP set" was selected...
if theitem = 6 then
push card
go to card del_mip_set of stack "PMS toolbox"
end if
-- If "MC responsibility" was selected...
if theitem = 7 then
push card
go to card assign_mc_to_mrc of stack "PMS toolbox"
end if
-- If the "Equipment log" was selected from menu
if theline = 8 then
-- check which item of the submenu was selected
-- If "Add entry" was selected...
if theitem = 2 then
-- change cursor so that the user knows he has to wait a little
set cursor to 4
-- lock the screen so that operation is faster
lock screen
-- preserve this card
push card
-- go to template stack to retrieve a new form
go to card "log_model" of stack templates
-- get a copy
doMenu "Copy Card"
-- come back
pop card

```

```

doMenu "Paste Card"
-- finally unlock the screen to enable user see the card
unlock screen
end if
-- if "Del entry" was selected...
if theItem = 3 then
-- ask the user for some kind of search string
ask "Equipment Identification to remove..."
-- if the user asks for nothing or changes his mind
if it is empty or it is "Cancel" then
-- exit event
exit mouseDown
-- but if he wants to remove a card
else
-- preserve this card
push card
-- suspend screen drawing
lock screen
-- go to the log stack
go to stack log
-- find the requested string
find it
-- if not found
if the result is not empty then
-- go back
pop card
-- restore screen
unlock screen
-- get attention
beep
-- inform the user
answer "Identification not found..."
-- but if found...
else
-- show card found to the user
unlock screen
-- make sure you do not delete the wrong card
answer "Delete this card ?" with "Ok" or "Cancel"
-- if this is the card to be deleted...
if it is "Ok" then
-- delete it
doMenu "Delete Card"
-- go back
pop card
else
-- but if this card is not the correct one...
-- ask the user to find the desired card
answer "Do you want to search manually ?" with "No" or "Yes"
-- if he doesn't want to...
if it is "No" then
-- go back
pop card
else
-- but if he wants...
show bg button delete_me
-- exit event
exit mouseDown
end if
end if
end if
end if -- "Equipment Log" menu was selected
end if -- mouse clicked with In menu

```

```

end mouseDown
..... CARD #2, BUTTON #6: Preparing New Calendar.....
on mouseUp
hide me
end mouseUp

..... CARD #2, BUTTON #8: Preparing list.....
on mouseUp
hide me
end mouseUp

..... CARD #2, BUTTON #9: Removing person.....
on mouseUp
hide me
end mouseUp

..... CARD #2, BUTTON #10: searching.....
on mouseUp
hide me
end mouseUp

..... CARD #2, BUTTON #11: Setting password.....
on mouseUp
hide me
end mouseUp

..... CARD #2, BUTTON #12: No match.....
on mouseUp
hide me
end mouseUp

..... CARD #2, BUTTON #13: Access denied !!
on mouseUp
hide me
end mouseUp

..... CARD #2, BUTTON #14: No satch MRC.....
on mouseUp
hide me
end mouseUp

..... CARD #2, BUTTON #15: No satch MIP.....
on mouseUp
hide me
end mouseUp

..... CARD #2, BUTTON #16: No satch LOG card.....
on mouseUp
hide me
end mouseUp

..... CARD #2, BUTTON #19: to printer
on mouseUp
global PRINT_ME
lock screen
hide button output border
hide button to screen
hide button dont_do_report
hide button --select output device"
hide me
unlock screen
put TRUE into PRINT_ME
set cursor to 4

```



```

show bg button "Preparing data..."
lock screen
hide bg button "Preparing data..."
do_report
end mouseUp

***** CARD #2, BUTTON #20: to_screen *****
on mouseUp
  global PRINT_ME
  lock screen
  hide button output_border
  hide button to_printer
  hide button dont_do_report
  hide button "Select output device"
  hide me
  unlock screen
  put FALSE into PRINT_ME
  set cursor to 4
  show bg button "Preparing data..."
  lock screen
  hide bg button "Preparing data..."
  do_report
end mouseUp

***** CARD #2, BUTTON #21: dont_do_report *****
on mouseUp
  lock screen
  hide button output_border
  hide button to_screen
  hide button to_printer
  hide button "Select output device"
  hide me
  unlock screen
end mouseUp

SCRIPTS FOR STACK: pms

***** STACK SCRIPT *****
on enterKey
  global SEARCH_FIELD_VAR
  global SEARCH_STRING_VAR
  If SEARCH_STRING_VAR is not empty then
    --go next
  If SEARCH_FIELD_VAR = "Global" then
    find chars SEARCH_STRING_VAR
    If the result is not empty then
      answer "String not found..."
    end if
  else
    find chars SEARCH_STRING_VAR in fld SEARCH_FIELD_VAR
    If the result is not empty then
      answer "String not found..."
    end if
  end if
end enterKey

function binary fieldname, value
  put 0 into start

```

```

    put trunc((finish - start)/2 + start) into n
    If value = item 1 of line n of fld fieldname then return n
    If value > item 1 of line n of fld fieldname then
      put n into start
    else
      put n into finish
    end if
    end repeat
    If value = item 1 of line finish of fld fieldname then
      return finish
    else
      return "not found"
    end if
    end binary

***** BACKGROUND #1: list_bg *****
-- This function takes the contents of a container like a field and
-- sorts them according to some item specified. Arguments are the field
-- and the desired item to be sorted on.
-- The sorting is done in a ascending order.
function fieldsortnormal thefield, sort_on_item
  put return & return into circ
  get thefield
  repeat
    put offset(circ, it) into p
    If p = 0 then exit repeat
    delete char p of it
    end repeat
    put it into thefield
    repeat with primary - 1 to the number of lines in thefield - 1
      put primary into leastlinenum
      repeat with current - primary + 1 to the number of lines in thefield
        If item sort_on_item of line current of thefield < item
          sort_on_item of line leastlinenum of thefield then
            put current into leastlinenum
          end if
        end repeat
      If leastlinenum > primary then
        put line primary of thefield into temp
        put line leastlinenum of thefield into line primary of thefield
        put temp into line leastlinenum of thefield
      end if
    end repeat
    return thefield
  end fieldsortnormal

***** BKGND #1, BUTTON #1: New Button *****
on mouseUp
  doMenu "Print Report..."
end mouseUp

***** BKGND #1, BUTTON #2: LightHouse *****
on mouseUp
  go to card 1 of stack PMS_driver
end mouseUp

***** BKGND #1, BUTTON #3: generate *****
on mouseUp
  answer "Regenerate the list ?" with "Ok" or "Cancel"
  If it is "Ok" then
    set cursor to 4
    put menu info fld me into

```

```

    get the short name of card 1 of bq "MIP-1st page"
    put it into temp_name
    get the number of card 1 of bq "MIP-1st page"
    put temp_name &"-" & it & return after fld MIP_11st
    end repeat
    put fieldsortnormal(fld mip_11st,1) into fld mip_11st
    repeat with i = 2 to the number of cards of bq "MRC - 1st page."
        get the short name of card i of bq "MRC - 1st page."
        put it into temp_name
        get the number of card i of bq "MRC - 1st page."
        put temp_name &"-" & it & return after fld MRC_11st
    end repeat
    put fieldsortnormal(fld mrc_11st,1) into fld mrc_11st
    end if
end mouseUp

..... BKEND 02, BUTTON 02: LightHouse .....
on mouseUp
    go first
end mouseUp

..... BKEND 02, BUTTON 04: New Button .....
on mouseUp
    go next
end mouseUp

..... BKEND 02, BUTTON 05: New Button .....
on mouseUp
    pop card
end mouseUp

..... BKEND 02, BUTTON 06: d_field .....
on mouseUp
    send mouseDown to me
end mouseUp

on mouseDown
    put the scroll of field ship_system into it
    subtract 5 from it
    if it < "0" then
        put "0" into it
    end if
    set the lockscreen to true
    set the scroll of field ship_system to it
    set the scroll of field pubs to it
    set the lockscreen to false
end mouseDown

..... BKEND 02, BUTTON 07: d_field .....
on mouseUp
    send mouseDown to me
end mouseUp

on mouseDown
    put the scroll of field ship_system into it
    add 5 to it
    set the lockscreen to true
    set the scroll of field ship_system to it
    set the scroll of field pubs to it
    set the lockscreen to false
end mouseDown

..... BKEND 02, BUTTON 08: u_field .....
on mouseUp
    send mouseDown to me
end mouseUp

    send mouseDown to me
    end mouseUp

on mouseDown
    put the scroll of field ship_system into it
    add 5 to it
    set the lockscreen to true
    set the scroll of field ship_system to it
    set the scroll of field pubs to it
    set the lockscreen to false
end mouseDown

..... BKEND 02, BUTTON 09: print this mip .....
on mouseUp
    set cursor to watch
    lock screen
    put field ship_system into ship_temp
    put field pubs into pubs_temp
    put field config into config_temp
    put field card_date into date_temp
    put field MIP into MIP_temp
    put field card_name into name_temp
    put 0 into GLOBAL_PAGES
    put 0 into GLOBAL_TOTAL_PAGES
    push card
    go next card
    put field test into test_temp
    put field MRC into MRC_temp
    put field MRCdescript into descr_temp
    put field period into period_temp
    put field rates into rates_temp
    put field man into man_temp
    put field telman into telman_temp
    --calculate pages required
    put 0 into FULL_PAGES
    put the number of lines of fld MRCdescript into PROCEDURE_LINES
    put (PROCEDURE_LINES - 27) div 44 + 1 into FULL_PAGES
    put (PROCEDURE_LINES - 27) mod 44 into REMAINING
    if REMAINING > 0 then
        put FULL_PAGES + 1 into FULL_PAGES
    end if
    put FULL_PAGES into GLOBAL_TOTAL_PAGES
    go to stack MIP printed
    repeat with i=1 to the number of cards - 1)
        go to card 2
        doMenu "DELETE CARD"
    end repeat
    go to card "print_page_1" of stack "templates"
    doMenu "NEW CARD"
    doMenu "CUT CARD"
    go to stack MIP printed
    doMenu "LAST"
    doMenu "PASTE CARD"
    put ship_temp into field ship_system
    put pubs_temp into field pubs
    put config_temp into field config
    put date_temp into field card_date
    put MIP_temp into field MIP
    put name_temp into field card_name
    put 1 into count
    repeat while count < 3
        put line count of test_temp & return after field test
        put line count of MRC_temp & return after field MRC
        put line count of descr_temp & return after field MRCdescript
    end repeat

```

```

put line count of period_temp & return after field period
put line count of rates_temp & return after field rates
put line count of man_temp & return after field man
put line count of relman_temp & return after field relman
put count + 1 into count
end repeat
go to card "print_page_2" of stack "templates"
doMenu "NEW CARD"
doMenu "CUT CARD"
go to stack MIP_printed
doMenu "LAST"
doMenu "PASTE CARD"
repeat while count < "24"
put line count of test_temp & return after field test
put line count of MPC_temp & return after field MPC
put line count of descr_temp & return after field HPCdescript
put line count of period_temp & return after field period
put line count of rates_temp & return after field rates
put line count of man_temp & return after field man
put line count of relman_temp & return after field relman
put count + 1 into count
end repeat
put the date into fld date_printed_pr
put 1 into GLOBAL_PAGES
put GLOBAL_PAGES into fld page_no_pr
put PROCEDURE_LINES - "27" into PROCEDURE_LINES
put 47 into c_var
put 72 into c_var2
repeat until PROCEDURE_LINES <= 0
go to card "print_page_3" of stack "templates"
doMenu "NEW CARD"
doMenu "CUT CARD"
go to stack MIP_printed
doMenu "LAST"
doMenu "PASTE CARD"
put MIP_temp into field MIP
repeat while count < c_var
put line count of test_temp & return after field test
put line count of MPC_temp & return after field MPC
put line count of descr_temp & return after field HPCdescript
put line count of period_temp & return after field period
put line count of rates_temp & return after field rates
put line count of man_temp & return after field man
put line count of relman_temp & return after field relman
put count + 1 into count
end repeat
put PROCEDURE_LINES - 19 into PROCEDURE_LINES
go to card "print_page_2" of stack "templates"
doMenu "NEW CARD"
doMenu "CUT CARD"
go to stack MIP_printed
doMenu "LAST"
doMenu "PASTE CARD"
repeat while count < c_var2
put line count of test_temp & return after field test
put line count of MPC_temp & return after field MPC
put line count of descr_temp & return after field HPCdescript
put line count of period_temp & return after field period
put line count of rates_temp & return after field rates
put line count of man_temp & return after field man
put line count of relman_temp & return after field relman
put count + 1 into count
end repeat

```

```

end repeat
put PROCEDURE_LINES - "25" into PROCEDURE_LINES
put the date into fld date_printed_pr
put GLOBAL_PAGES + 1 into GLOBAL_PAGES
put GLOBAL_PAGES into fld page_no_pr
put GLOBAL_TOTAL_PAGES into fld page_of_pr
put c_var + "44" into c_var
put c_var2 + "44" into c_var2
end repeat
put the number of cards into c_total
go to card 1 of stack MIP_printed
doMenu "DELETE CARD"
print all cards
doMenu "Compact Stack"
pop card
unlock screen
end mouseUp

**** BKEND 02, BUTTON #10: append ****
on mouseUp
global DEST
set cursor to 4
push card
push card
go to stack DEST
put the number of cards into HOW_MANY_CARDS
pop card
go last
repeat with i = 1 to HOW_MANY_CARDS
put "Processing MIP : " & DEST & " "
HOW_MANY_CARDS into msg
push card --last card of PMS stack
go to card 1 of stack DEST
if the short name of this bg is "MIP-1st page" then
go to stack PMS
go to first card of bg "MIP-1st page"
doMenu "Copy Card"
pop card --last of PMS
doMenu "Paste Card"
push card
go to card 1 of stack DEST
put field "card date" into VAR1
put field "pubs" into VAR2
put field "config" into VAR3
put field "MIP" into VAR4
put field "card NAME" into VAR5
put field "ship_system" into VAR6
put the short name of this card into NAME_VAR
pop card
put VAR1 into field "card date"
put VAR2 into field "pubs"
put VAR3 into field "config"
put VAR4 into field "MIP"
put VAR5 into field "card NAME"
put VAR6 into field "ship_system"
set the name of this card to NAME_VAR
next repeat
end if
if the short name of this bg is "mip 2nd page" then
go to stack PMS

```

```

push card
go to card 1 of stack DEST
put field "MIP" into VAR1
put field "test" into VAR2
put field "MRC" into VAR3
put field "MRCdescript" into VAR4
put field "period" into VAR5
put field "rates" into VAR6
put field "man" into VAR9
put field "reiman" into VAR10
put field "card NAME" into VAR11
put field "where am I" into VAR12
put field "MRC of this MIP active" into VAR13
put field "MRC of this MIP inactive" into VAR14
-- put field "data_MRC" into VAR15
-- put field "in_data_MRC" into VAR16
put the short name of this card into NAME_VAR
pop card
put VAR1 into field "MIP"
put VAR2 into field "test"
put VAR3 into field "MRC"
put VAR4 into field "MRCdescript"
put VAR5 into field "period"
put VAR6 into field "rates"
put VAR9 into field "man"
put VAR10 into field "reiman"
put VAR11 into field "card NAME"
put VAR12 into field "where am I"
put VAR13 into field "MRC of this MIP active"
put VAR14 into field "MRC of this MIP inactive"
-- put VAR15 into field "data_MRC"
-- put VAR16 into field "in_data_MRC"
set the name of this card to NAME_VAR
next repeat
end if
If the short name of this card is "MRC - 1st page," then
go to stack PMS
go to first card of bg "MRC - 1st page."
doMenu "Copy Card"
pop card --last of PMS
doMenu "Paste Card"
push card
go to card 1 of stack DEST
put field "MRCno" into VAR1
put field "what equipment" into VAR2
put field "MN" into VAR3
put field "elapsed" into VAR4
put field "mrcode" into VAR5
put field "periodicity" into VAR6
put field "date edited" into VAR9
put field "rel_maint" into VAR11
put field "mr_description_field" into VAR12
put field "rates_mh_field" into VAR13
put field "equipment_field" into VAR14
put field "subsystem_field" into VAR15
put field "data" into VAR16
put field "ship_system_field" into VAR17
put field "system_field" into VAR18
put the short name of this card into NAME_VAR
pop card
put VAR1 into field "MRCno"
put VAR2 into field "what equipment"
put VAR3 into field "MH"
put VAR4 into field "elapsed"

```

```

put VAR5 into field "mrcode"
put VAR6 into field "periodicity"
put VAR9 into field "date edited"
put VAR11 into field "rel_maint"
put VAR12 into field "mr_description_field"
put VAR13 into field "rates_mh_field"
put VAR14 into field "equipment_field"
put VAR15 into field "subsystem_field"
put VAR16 into field "data"
put VAR17 into field "ship_system_field"
put VAR18 into field "system_field"
set the name of this card to NAME_VAR
next repeat
end if
If the short name of this card is "MRC 2nd page" then
go to stack PMS
go to first card of bg "MRC 2nd page"
doMenu "Copy Card"
pop card --last of PMS
doMenu "Paste Card"
push card
go to card 1 of stack DEST
put field "MRCno" into VAR1
put field "what equipment" into VAR2
put field "procedure" into VAR3
put the short name of this card into NAME_VAR
pop card
put VAR1 into field "MRCno"
put VAR2 into field "what equipment"
put VAR3 into field "procedure"
set the name of this card to NAME_VAR
next repeat
end if
end repeat
pop card
end mouseUp
and mouseUp
***** RCND 02, BUTTON 011: New Button *****
on mouseUp
push card
lock screen
go next
go next
get line 2 of field data
go to card 1 of stack Log
if the result is not empty then
pop card
answer "No Log card for this piece of equipment"
unlock screen
else
unlock screen
end if
end mouseUp
***** RCND 02, BUTTON 012: Libraries *****
on mouseUp
push card
go to stack "TIM-3"
end mouseUp
***** RCND 02, BUTTON 013: New Button *****
on mouseUp
ask "Which MIP do you wish to view?"
if it is empty or it is "Cancel" then

```



```

exit mouseUp
else
  lock screen
  push card
  go to card 1
  --put quote & it & quote into it
  put binary (mlp_list, it) into it
  if it is not "not found" then
    put item 2 of line it of fld mlp_list into it
    go to card it
  else
    pop card
    unlock screen
    answer ("Card not in the PMS database !!!")
    end if
  end mouseUp

..... BKGDND #3, FIELD #2: test .....
  put the mouseUp into it
  put (the scroll of me) + it) into it
  subtract 96 from it
  put (it div 12) into it
  repeat until line it of field MRC <> "
    subtract 1 from it
  if it < 1 then exit mouseUp
  end repeat
  if " - " is in line it of field MRC then
    exit mouseUp
  else
    put line it of field MRC into it
    if char 1 of it = "-" then delete char 1 of it
    push card
    go to card it
  end if
end mouseUp

..... BKGDND #3, FIELD #3: MRC .....
  on mouseUp
    put the mouseUp into it
    put (the scroll of me) + it) into it
    subtract 96 from it
    put (it div 12) into it
    repeat until line it of field MRC <> "
      subtract 1 from it
    if it < 1 then exit mouseUp
  end repeat
  if " - " is in line it of field MRC then
    exit mouseUp
  else
    put line it of field MRC into it
    if char 1 of it = "-" then delete char 1 of it
    push card
    go to card it
  end if
end mouseUp

..... BKGDND #3, FIELD #4: MRCdescript .....
  on mouseUp
    put the mouseUp into it
    put (the scroll of me) + it) into it
    subtract 96 from it
    put (it div 12) into it
    repeat until line it of field MRC <> "
      subtract 1 from it
    if it < 1 then exit mouseUp
  end repeat
  if " - " is in line it of field MRC then
    exit mouseUp
  else
    put line it of field MRC into it
    if char 1 of it = "-" then delete char 1 of it
    push card
    go to card it
  end if
end mouseUp

```

```

repeat until line it of field MRC <> "
  subtract 1 from it
  if it < 1 then exit mouseUp
end repeat
if " - " is in line it of field MRC then
  exit mouseUp
else
  put line it of field MRC into it
  if char 1 of it = "-" then delete char 1 of it
  push card
  go to card it
end if
end mouseUp

..... BKGDND #3, FIELD #5: period .....
  on mouseUp
    put the mouseUp into it
    put (the scroll of me) + it) into it
    subtract 96 from it
    put (it div 12) into it
    repeat until line it of field MRC <> "
      subtract 1 from it
    if it < 1 then exit mouseUp
    end repeat
    if " - " is in line it of field MRC then
      exit mouseUp
    else
      put line it of field MRC into it
      if char 1 of it = "-" then delete char 1 of it
      push card
      go to card it
    end if
  end mouseUp

..... BKGDND #3, FIELD #6: rates .....
  on mouseUp
    put the mouseUp into it
    put (the scroll of me) + it) into it
    subtract 96 from it
    put (it div 12) into it
    repeat until line it of field MRC <> "
      subtract 1 from it
    if it < 1 then exit mouseUp
    end repeat
    if " - " is in line it of field MRC then
      exit mouseUp
    else
      put line it of field MRC into it
      if char 1 of it = "-" then delete char 1 of it
      push card
      go to card it
    end if
  end mouseUp

..... BKGDND #3, FIELD #7: man .....
  on mouseUp
    put the mouseUp into it
    put (the scroll of me) + it) into it
    subtract 96 from it
    put (it div 12) into it
    repeat until line it of field MRC <> "
      subtract 1 from it
    if it < 1 then exit mouseUp
  end repeat
  if " - " is in line it of field MRC then
    exit mouseUp
  else
    put line it of field MRC into it
    if char 1 of it = "-" then delete char 1 of it
    push card
    go to card it
  end if
end mouseUp

```

```

if " " is in line it of fld MRC then
  exit mouseup
else
  put line it of fld MRC into it
  if char 1 of it = "." then delete char 1 of it
  push card
  go to card it
end if
end mouseup

***** BKGDND #3, FIELD #8: relman *****
on mouseup
  put the mousev into it
  put (the scroll of me) + it into it
  subtract 96 from it
  put it div 12 into it
  repeat until line it of fld MRC < " "
    subtract 1 from it
  if it < 1 then exit mouseup
end repeat
if " " is in line it of fld MRC then
  exit mouseup
else
  put line it of fld MRC into it
  if char 1 of it = "." then delete char 1 of it
  push card
  go to card it
end if
end mouseup

***** BKGDND #3, BUTTON #2: Libraries *****
on mouseup
  push card
  go to stack "TLM-3"
end mouseup

***** BKGDND #3, BUTTON #3: New Button *****
go previous
send mouseup to bg button "print this mlp"
end mouseup

***** BKGDND #3, BUTTON #4: Lighthouse *****
on mouseup
  go first
end mouseup

***** BKGDND #3, BUTTON #14: New Button *****
on mouseup
  visual effect scroll right
  pop card
end mouseup

***** BKGDND #3, BUTTON #16 *****
on mouseup
  set the visible of fld MRC of this_MIP_active to not the visible of
  fld MRC of this_MIP_active
  set the visible of fld MRC of this_MIP_inactive to the visible of
  fld MRC of this_MIP_active
end mouseup

***** BKGDND #3, BUTTON #17: New Button *****
on mouseup
  ask "Which MIP do you wish to view?"

```

```

if it is empty or it is "Cancel" then
  exit mouseup
else
  lock screen
  push card
  go to card 1
  --put quote & it & quote into it
  put binary (mlp_list, it) into it
  if it is not "not found" then
    put item 2 of line it of fld mlp_list into it
    go to card it
  else
    pop card
    unlock screen
    answer ("Card not in the PMS database !!!")
    end if
  end if
end mouseup

***** BKGDND #3, BUTTON #18: New Button *****
on mouseup
  push card
  lock screen
  go next
  get line 2 of field data
  go to card it of stack Log
  if the result is not empty then
    pop card
    answer "No Log card for this piece of equipment"
    unlock screen
  else
    unlock screen
    end if
  end mouseup

***** BKGDND #3, BUTTON #19: down *****
on mousestillDown
  send mouseDown to me
end mousestillDown

on mouseDown
  put the scroll of field relman into it
  add 156 to it
  set the lockscreen to true
  set the scroll of field test to it
  set the scroll of field MRC to it
  set the scroll of field MRCdescript to it
  set the scroll of field period to it
  set the scroll of field rates to it
  set the scroll of field man to it
  set the scroll of field relman to it
  set the lockscreen to false
end mouseDown

***** BKGDND #3, BUTTON #20: left *****
on mouseup
  go prev
end mouseup

***** BKGDND #3, BUTTON #21: go_top *****
on mouseDown
  set the lockscreen to true
  set the scroll of field test to 0
  set the scroll of field MRC to 0

```

```

set the scroll of field MRCdescript to 0
set the scroll of field period to 0
set the scroll of field rates to 0
set the scroll of field man to 0
set the scroll of field telman to 0
set the lockscreen to false
end mouseDown

```

```

***** BKGNND #3, BUTTON #22: up *****
on mousestillDown
  send mouseDown to me
end mousestillDown

```

```

on mouseDown
  put the scroll of field telman into it
  subtract 156 from it
  if it < 0 then put 0 into it
  set the lockscreen to true
  set the scroll of field test to it
  set the scroll of field MRC to it
  set the scroll of field MRCdescript to it
  set the scroll of field period to it
  set the scroll of field rates to it
  set the scroll of field man to it
  set the scroll of field telman to it
  set the lockscreen to false
end mouseDown

```

```

***** BACKGROUND #4: MRC - 1st page. *****
on do_select
  put "Add,Normal Duty,At Sea,Holiday,Overhaul,Inactive Status" into menu1
  put return 6 "Remove,Normal Duty,At Sea,Holiday,Overhaul,Inactive Status,This" after m
end

```

```

get HPOpupMenu(menu1,0,the mousev,the mouseh)
put 0 into countvisible
put TRUE into CHECK
repeat with i = 1 to 5

```

```

  if the visible of button i then put countvisible + 1 into countvisible
end repeat

```

```

if countvisible = 1 then put FALSE into CHECK
if it is not zero then

```

```

  put item 1 of it into theline
  put item 2 of it into theitem
  if theline = 1 and theitem = 2 then
    show button anchor
  end if

```

```

  if theline = 1 and theitem = 3 then
    show button at_sea
  end if

```

```

  if theline = 1 and theitem = 4 then
    show button flag
  end if

```

```

  if theline = 1 and theitem = 5 then
    show button overhaul
  end if

```

```

  if theline = 1 and theitem = 6 then
    show button inactive
  end if

```

```

  if theline = 2 and theitem = 2 and CHECK then
    hide button anchor
  end if
  if theline = 2 and theitem = 3 and CHECK then

```

```

  if theline = 2 and theitem = 4 and CHECK then
    hide button flag
  end if

```

```

  if theline = 2 and theitem = 5 and CHECK then
    hide button overhaul
  end if

```

```

  if theline = 2 and theitem = 6 and CHECK then
    hide button inactive
  end if

```

```

  if theline = 2 and theitem = 7 and CHECK then
    hide the target
  end if

```

```

  adjust
end if
end do_select
on adjust

```

```

  put -5 into newloc
  repeat with i = 1 to 5
    if the visible of button i then
      put newloc + 36 into newloc
    set the loc of button i to newloc,39
  end if

```

```

  end repeat
  end adjust
end adjust

```

```

on enterkey
  global SEARCH_FIELD_VAR
  global SEARCH_STRING_VAR
  if SEARCH_STRING_VAR is not empty then
    --go next

```

```

  if SEARCH_FIELD_VAR = "global" then
    find chars SEARCH_STRING_VAR
    if the result is not empty then
      answer "string not found..."
    end if
  else

```

```

    find chars SEARCH_STRING_VAR in fld SEARCH_FIELD_VAR
    if the result is not empty then
      answer "string not found..."
    end if
  end if
end enterkey

```

```

***** BKGNND #4, BUTTON #1: print_mrc *****
on mouseUp
  set cursor to 4
  lock screen

```

```

  put 0 into GLOBAL_PAGES
  put 0 into GLOBAL_TOTAL_PAGES
  --clear destination
  put the id of this card into ID_COME_BACK
  push card

```

```

  go to stack MRC_print
  repeat with i = 1 to (the number of cards - 2)
    go to card 3
  doMenu "Delete Card"
end repeat

```

```

pop card
put item 1 of line 4 of fld data + 1 into NUMBER_OF_PROCEDURE_PAGES
put item 2 of line 4 of fld data into DIAGRAMS

```





```

put VAR1 into fld what_equipment_pr
put VAR2 into fld MRCno_pr
put VAR3 into fld ship_system_field_pr
put VAR4 into fld subsystem_field_pr
put VAR5 into fld mrcode_pr
put VAR6 into fld periodicity_pr
put VAR7 into fld system_field_pr
put VAR8 into fld equipment_fld_pr
put VAR9 into fld rates_mh_fld_pr
put VAR10 into fld mr_description_fld_pr
put VAR11 into fld MH_pr
put VAR12 into fld elapsed_pr
put VAR13 into fld date_edited_pr
go to card 2 of stack MRC_print
put 0 into START_LINE
put 0 into LAST_LINE
put LAST_LINE + 1 into START_LINE
put START_LINE + 24 into LAST_LINE
put line START_LINE to LAST_LINE of TRANSFER_PROCEDURE into
fld procedure_pr
put PROCEDURE_LINES - (LAST_LINE - START_LINE + 1) into PROCEDURE_LINES
put the date into fld date_printed_pr
put 1 into GLOBAL_PAGES
put GLOBAL_PAGES into fld page_no_pr
put GLOBAL_TOTAL_PAGES into fld page_of_pr
put the id of this card into TEMPID
repeat until PROCEDURE_LINES <= 0
go next
put VAR2 into fld MRCno_pr
put LAST_LINE + 1 into START_LINE
put START_LINE + 21 into LAST_LINE
put line START_LINE to LAST_LINE of TRANSFER_PROCEDURE into
fld procedure_pr
put PROCEDURE_LINES - (LAST_LINE - START_LINE + 1) into PROCEDURE_LINES
go next
put the id of this card into TEMPID
put LAST_LINE + 1 into START_LINE
put START_LINE + 24 into LAST_LINE
put line START_LINE to LAST_LINE of TRANSFER_PROCEDURE into
fld procedure_pr
put PROCEDURE_LINES - (LAST_LINE - START_LINE + 1) into PROCEDURE_LINES
put the date into fld date_printed_pr
put GLOBAL_PAGES + 1 into GLOBAL_PAGES
put GLOBAL_PAGES into fld page_no_pr
put GLOBAL_TOTAL_PAGES into fld page_of_pr
end repeat
pop card --Stack:click card. We are at 1st mrc
repeat for NUMBER_OF_PROCEDURE_PAGES
go next
end repeat
repeat with i = 1 to DIAGRAMS
go next --Diagram card
push card --Stack:click card,diaqram card
put card field ledgent into TRANSFER_LEDGENT
choose select tool
drag from 23.74 to 481.281
type "c" with commandkey
go to stack MRC_print
go next
type "v" with commandkey
drag from 107.188 to 107.206
answer "No connection to ARGOS has been established..."

```

```

go next
put the id of this card into TEMPID
put TRANSFER_LEDGENT into fld ledgent_pr
put the date into fld date_printed_pr
put GLOBAL_PAGES + 1 into GLOBAL_PAGES
put GLOBAL_PAGES into fld page_no_pr
put GLOBAL_TOTAL_PAGES into fld page_of_pr
pop card --Stack:click card. We are at diagram card
end repeat
repeat with i = 1 to TABLES
go next --Table card
push card --Stack:click card,table card
choose select tool
drag from 23.74 to 481.281
type "c" with commandkey
go to stack MRC_print
go to TEMPID
go next
put the id of this card into TEMPID
type "v" with commandkey
if i mod 2 = 0 then
drag from 107.188 to 107.196
put the date into fld date_printed_pr
put GLOBAL_PAGES + 1 into GLOBAL_PAGES
put GLOBAL_PAGES into fld page_no_pr
put GLOBAL_TOTAL_PAGES into fld page_of_pr
else
drag from 107.188 to 107.208
choose browse tool
put VAR2 into fld MRCno_pr
end if
pop card --Stack:click card. We are at table card
end repeat
go to stack MRC_print
go last
if the short name of this card = "print_mrc_page6" then
put the date into fld date_printed_pr
put GLOBAL_PAGES + 1 into GLOBAL_PAGES
put GLOBAL_PAGES into fld page_no_pr
put GLOBAL_TOTAL_PAGES into fld page_of_pr
end if
doMenu "Compact Stack"
go first
print all cards
go to stack "PMS"
go to IO.COME BACK
unlock screen
end mouseUp
..... BKGND #4, RUTTON #2: LightHouse .....
on mouseUp
go first
end mouseUp
..... BKGND #4, RUTTON #3: to argos .....
on mouseUp
push card
lock screen
if line 5 of fld data = "ARGOS" then
pop card
unlock screen
answer "No connection to ARGOS has been established..."

```

```

go to stack movies
go to card it
unlock screen
end if
end mouseUp

***** BKGN0 04, BUTTON 04: New Button *****
on mouseUp
go next
end mouseUp

***** BKGN0 04, BUTTON 05: New Button *****
on mouseUp
pop card
end mouseUp

***** BKGN0 04, BUTTON 06: New Button *****
on mouseUp
set cursor to 4
push card
lock screen
put line 1 of fld data into TEMPMP
delete char 1 to 4 of TEMPMP
go first
go to card (item 2 of line binary(mlp_list,TEMPMP)) of fld
mlp_list)
unlock screen
end mouseUp

***** BKGN0 04, BUTTON 07: New Button *****
on mouseUp
push card
lock screen
get line 2 of fld data
go to card it of stack log
if the result is not empty then
pop card
answer "No Log card for this place of equipment"
unlock screen
else
unlock screen
end if
end mouseUp

***** BKGN0 04, BUTTON 08: Open repair parts *****
on mouseUp
lock screen
show bg button "repair parts"
show bg button close
show card field "repair parts field"
unlock screen
end mouseUp

***** BKGN0 04, BUTTON 09: New Button *****
on mouseUp
push card
-- This part between the asterisks could be removed when real pictures
-- will be entered to the system. Now a couple of demonstration pictures
-- are provided as space holders in order to demonstrate the
-- capability of the system. The pictures were taken by the use of an
-- ordinary 35 mm camera. The part of code after the asterisks
-- should be inserted here, and the "--" should be removed from the
-- beginning of the lines.
visual effect dissolve

go to stack movies
-- repeat until fld page_no = 1
-- go prev
-- end repeat
-- if line 6 of fld data = "MOVIE" then
-- pop card
-- unlock screen
-- answer "No pictures available for this job..."
-- else
-- visual effect dissolve
-- put field "MPcno" & "--movie" into it
-- push card
-- go to card it of stack movies
-- end if
end mouseUp

***** BKGN0 04, BUTTON 011: close *****
on mouseUp
lock screen
hide card field "repair parts field"
hide me
hide bg button "repair parts"
unlock screen
end mouseUp

***** BKGN0 04, BUTTON 013: locker *****
on mouseDown
put "Unlock Description" into menu1
get HPopupMenu(menu1,0,193,298)
end mouseDown
on mouseUp
hide me
show bg button unlocker
set the locktext of fld mt_description_field to false
end mouseUp

***** BKGN0 04, BUTTON 016: Libraries *****
on mouseUp
push card
go to stack "TIM-3"
end mouseUp

***** BKGN0 04, BUTTON 017: forget_it *****
on mouseDown
put return & "Exit Search" into menu
get HPopupMenu (menu,0,125,355)
end mouseDown
on mouseUp
lock screen
show bg button search
hide bg button "search for:"
hide bg button search_menu
hide bg button search_win
hide bg button search_now
hide fld search_by
hide fld search_string
hide me
put empty into fld search_string
unlock screen
end mouseUp

***** BKGN0 04, BUTTON 018: search_menu *****

```

```

on mouseDown
  global SEARCH_FIELD_VAR
  global DISPLAY
  put "MRC" into menu
  put return & "Ship System" after menu
  put return & "Subsystem" after menu
  put return & "System" after menu
  put return & "Equipment" after menu
  put return & "MRC Code" after menu
  put return & "Periodicity" after menu
  put return & "Rates" after menu
  put return & "Total mh" after menu
  put return & "Description" after menu
  get HPopUpMenu (menu, 0, the mouseev - 40, the mouseH)
  if it is not zero then
    put item 1 of it into theline
    put line theline of menu into fld search_by
    if theline = 1 then
      put "MRCno" into SEARCH_FIELD_VAR
    end if
    if theline = 2 then
      put "ship_system_field" into SEARCH_FIELD_VAR
    end if
    if theline = 3 then
      put "subsystem_field" into SEARCH_FIELD_VAR
    end if
    if theline = 4 then
      put "system_field" into SEARCH_FIELD_VAR
    end if
    if theline = 5 then
      put "equipment_field" into SEARCH_FIELD_VAR
    end if
    if theline = 6 then
      put "mrcode" into SEARCH_FIELD_VAR
    end if
    if theline = 7 then
      put "periodicity" into SEARCH_FIELD_VAR
    end if
    if theline = 8 then
      put "rates_mh_field" into SEARCH_FIELD_VAR
    end if
    if theline = 9 then
      put "mh" into SEARCH_FIELD_VAR
    end if
    if theline = 10 then
      put "mr_description_field" into SEARCH_FIELD_VAR
    end if
    put line theline of menu into DISPLAY
  else
    put "Global Search" into fld search_by
    put "Global" into SEARCH_FIELD_VAR
  end if
end mouseDown
on mouseUp
  click at the loc of fld search_string
end mouseUp

..... BKND #4, BUTTON #19: search_now .....
on mouseDown
  put return & "Find It" into menu
  get HPopUpMenu (menu, 0, 125, 335)
end mouseDown

```

```

global SEARCH_FIELD_VAR
global SEARCH_STRING_VAR
push card
set cursor to 4
lock screen
put fld search_string into SEARCH_STRING_VAR
put length(SEARCH_STRING_VAR) into LAST_CHAR
if char LAST_CHAR of SEARCH_STRING_VAR = return then
  put empty into char LAST_CHAR of SEARCH_STRING_VAR
end if
put empty into fld search_string
send mouseUp to bg button_forget_it
if SEARCH_STRING_VAR is not empty then
  --go next
  if SEARCH_FIELD_VAR = "Global" then
    find chars SEARCH_STRING_VAR
    if the result is not empty then
      pop card
      beep
      answer "String not found..."
    end if
  else
    find chars SEARCH_STRING_VAR in fld SEARCH_FIELD_VAR
    if the result is not empty then
      pop card
      beep
      answer "String not found..."
    end if
  end if
end if

..... BKND #4, BUTTON #21: search .....
on mouseUp
  global SEARCH_FIELD_VAR
  put "Global" into SEARCH_FIELD_VAR
  lock screen
  put "Global Search" into fld search_by
  put empty into fld search_string
  show bg button search_win
  show bg button search_menu
  show bg button search_now
  show bg button forget_it
  show bg button "search for:"
  show fld search_by
  show fld search_string
  hide me
  unlock screen
  click at the loc of fld search_string
end mouseUp

..... BKND #4, BUTTON #22: dt_opened .....
on mouseUp
  hide me
  show bg button dt_closed
  set the visible of fld data to not the visible of fld data
  set the visible of fld "rel maint" to the visible of fld data
  set the visible of fld "other_vc_involved" to the visible of fld data
end mouseUp

..... BKND #4, BUTTON #23: dt_closed .....

```

```

show bg button dr opened
set the visible of fld data to not the visible of fld data
set the visible of fld "rel maint" to the visible of fld data
set the visible of fld "other_wc_involved" to the visible of fld data
end mouseup

..... BACKGROUND #5: MRC 2nd page .....
on opencard
  if fld page_no = fld of pages then hide button go next
  else
    show button go_next
  end if
end opencard

..... BKEND #5, BUTTON #2: Libraries .....
on mouseup
  push card
  go to stack "TIM-3"
end mouseup

..... BKEND #5, BUTTON #3: New Button .....
on mouseup
  repeat until fld page_no = 1
    go prev
  end repeat
  send mouseup to bg button print_mrc
  pop card
end mouseup

..... BKEND #5, BUTTON #4: Lighthouse .....
on mouseup
  go first
end mouseup

..... BKEND #5, BUTTON #5: to argos .....
on mouseup
  push card
  lock screen
  repeat until fld page_no = 1
    go prev
  end repeat
  if line 5 of fld data = "ARGOS" then
    pop card
    unlock screen
    answer "No connection to ARGOS has been established..."
  else
    put line 5 of fld data into it
    go to stack ARGOS
    go to card it
    unlock screen
    end if
  end mouseup

..... BKEND #5, BUTTON #6: New Button .....
on mouseup
  go prev
end mouseup

..... BKEND #5, BUTTON #7: New Button .....
on mouseup
  visual effect dissolve
  put field "MRC-no" & "--movie" into it
  push card

```

```

go to card it
end mouseup

..... BKEND #5, BUTTON #8: New Button .....
on mouseup
  pop card
end mouseup

..... BKEND #5, BUTTON #9: New Button .....
on mouseup
  set cursor to 4
  push card
  lock screen
  repeat until fld page_no = 1
    go prev
  end repeat
  put line 1 of fld data into TEMPIMP
  delete char 1 to 4 of TEMPIMP
  go first
  go to card item 2 of line binary(imp_list,TEMPIMP) of fld
  mlp_list)
  unlock screen
end mouseup

..... BKEND #5, BUTTON #10: New Button .....
on mouseup
  push card
  lock screen
  repeat until fld page_no = 1
    go prev
  end repeat
  get line 2 of fld data
  go to card it of stack log
  if the result is not empty then
    pop card
    answer "No log card for this piece of equipment"
    unlock screen
  else
    unlock screen
  end if
end mouseup

..... BKEND #5, BUTTON #11: New Button .....
on mouseup
  pop card
end mouseup

..... BKEND #5, BUTTON #12: New Button .....
on mouseup
  ask "WHICH MRC DO YOU WISH TO VIEW" with "MRC NUMBER"
  if it is empty then
    exit mouseup
  else
    lock screen
    find whole it in field "MRC"
    if the result = empty then
      put the foundtext into dest
      push card
      go to card dest
      unlock screen
    else
      unlock screen
      exit mouseup
    end if
  end mouseup

```



```

end if
end mouseup

..... BACKGROUND #6: HRC graphic page .....
on opencard
  if fld page_no = fld of _pages then hide button go_next
  else
    show button go_next
  end if
end opencard

..... BKEND #6, BUTTON #2: Libraries .....
on mouseup
  push card
  go to stack "TIM-3"
end mouseup

..... BKEND #6, BUTTON #3: New Button .....
on mouseup
  push card
  repeat until fld page_no = 1
    go prev
  end repeat
  send mouseup to bg button print_mrc
  pop card
end mouseup

..... BKEND #6, BUTTON #4: Lighthouse .....
on mouseup
  go first
end mouseup

..... BKEND #6, BUTTON #6: New Button .....
on mouseup
  go prev
end mouseup

..... BKEND #6, BUTTON #7: New Button .....
on mouseup
  pop card
end mouseup

..... BKEND #6, BUTTON #8: New Button .....
on mouseup
  set cursor to 4
  push card
  lock screen
  repeat until fld page_no = 1
    go prev
  end repeat
  put line 1 of fld data into TEMPHP
  delete char 1 to 4 of TEMPHP
  go first
  go to card (item 2 of line binary(mlp_list,TEMPHP1) of fld
  mlp_list)
  unlock screen
end mouseup

..... BKEND #6, BUTTON #9: New Button .....
on mouseup
  push card
  lock screen
  end repeat
  get line 2 of field data
  go to card it of stack Log
  if the result is not empty then
    pop card
    answer "No Log card for this piece of equipment"
    unlock screen
  else
    unlock screen
  end if
end mouseup

..... BKEND #6, BUTTON #10: New Button .....
on mouseup
  visual effect dissolve
  put field "HRC-no" & "-movie" into it
  push card
  go to card it
end mouseup

..... BKEND #6, BUTTON #11: New Button .....
on mouseup
  ask "WHICH HRC DO YOU WISH TO VIEW" with "HRC NUMBER"
  if it is empty then
    exit mouseup
  else
    lock screen
    find whole it in field "HRC"
    if the result = empty then
      put the foundtext into dest
      push card
      go to card dest
      unlock screen
    else
      unlock screen
      exit mouseup
    end if
  end if
end mouseup

..... BACKGROUND #7: HRC table page .....
on opencard
  if fld page_no = fld of _pages then hide button go_next
  else
    show button go_next
  end if
end opencard

..... BKEND #7, BUTTON #7: Libraries .....
on mouseup
  push card
  go to stack "TIM-3"
end mouseup

..... BKEND #7, BUTTON #3: New Button .....
on mouseup
  push card
  repeat until fld page_no = 1
    go prev
  end repeat
  send mouseup to bg button print_mrc
end mouseup

```

```

..... BKGD 07, BUTTON 04: LightHouse .....
on mouseUp
  go first
end mouseUp

..... BKGD 07, BUTTON 06: New Button .....
on mouseUp
  go prev
end mouseUp

..... BKGD 07, BUTTON 07: New Button .....
on mouseUp
  pop card
end mouseUp

..... BKGD 07, BUTTON 08: New Button .....
on mouseUp
  set cursor to 4
  push card
  lock screen
  repeat until fld page_no = 1
    go prev
  end repeat
  put line 1 of fld data into TEMPMP
  delete char 1 to 4 of TEMPMP
  go first
  go to card (item 2 of line binary(mip list,TEMPMP) of fld
  mip_list)
  unlock screen
end mouseUp

..... BKGD 07, BUTTON 09: New Button .....
on mouseUp
  push card
  lock screen
  repeat until fld page_no = 1
    go prev
  end repeat
  get line 2 of field data
  go to card 1 of stack Log
  if the result is not empty then
    pop card
    answer "No Log Card for this piece of equipment"
    unlock screen
  else
    unlock screen
  end if
end mouseUp

..... BKGD 07, BUTTON 10: New Button .....
on mouseUp
  visual effect dissolve
  put field "MBC-no" & "-movie" into it
  push card
  go to card 1
end mouseUp

..... BKGD 07, BUTTON 11: New Button .....
on mouseUp
  ask "WHICH MBC DO YOU WISH TO VIEW" with "MBC NUMBER"
  if (it is empty) then
    exit mouseUp
  else
    lock screen
  end mouseUp

find whole it in field "MBC"
if the result is empty then
  put the foundtext into dest
  push card
  go to card dest
else
  unlock screen
  exit mouseUp
end if

end mouseUp

..... CARD 04, BUTTON 01: anchor .....
on mouseDown
  do_select
end mouseDown

..... CARD 04, BUTTON 02: at sea .....
on mouseDown
  do_select
end mouseDown

..... CARD 04, BUTTON 03: flag .....
on mouseDown
  do_select
end mouseDown

..... CARD 04, BUTTON 04: overhaul .....
on mouseDown
  do_select
end mouseDown

..... CARD 04, BUTTON 05: inactive .....
on mouseDown
  do_select
end mouseDown

..... CARD 05, BUTTON 01: go_next .....
on mouseUp
  go next
end mouseUp

..... CARD 06, BUTTON 01: go_next .....
on mouseUp
  go next
end mouseUp

..... CARD 07, BUTTON 01: go_next .....
on mouseUp
  go next
end mouseUp

SCRIPTS FOR STACK: templates

..... BACKGROUND 03: log model .....
-- This function gets the number of line in which the user clicked the
-- mousebutton on
function CLICKLINE
  return trunc((scroll of the target)
  + (item 2 of the clickloc) - (item 2 of the rect of the target)
  ) div the textheight of the target + 1

```

```

end if
-- exit event
and enterkey

on newCard
  put "Find the desired card and click the button to set the transferred Repair maintenance
  job."
  into fld_click_to_set_rep_fld
  and newCard

***** BKGDND #3, FIELD #14: mfg_data *****
on mouseDown
  global LOG_MFCTR_DATA_MENU
  get HPopUpMenu (LOG_MFCTR_DATA_MENU, 0, the mouseV, the mouseH)
  /if it is not zero then
    put item 1 of it into theline
    put item 2 of it into theitem
    if theline = 1 then
      answer "Click on the phone number you want to dial..."
      send dolt to me
    end if
    if theline = 2 then
      set the locktext of me to false
    end if
  end if
  and mouseDown
  on dolt
    wait until the mouseClick
    put the length of line CLICKLINE() of me into LAST_CHAR
    if char 1 to 5 of line CLICKLINE() of me is not "ph #:" then
      answer "Line to dial must begin with 'ph #:'"
      exit dolt
    else
      put char 6 to LAST_CHAR of line CLICKLINE() of me into fld_number_to_dial
      set cursor to 4
      lock screen
      show bg button tel_comp
      show bg button "phone #:"
      show bg button with modem
      show bg button with phone
      show bg button "Pulse"
      show bg button "Tone"
      show bg button "Tone"
      show fld number to dial
      show bg button close
      unlock screen
    end if
  end dolt
***** BKGDND #3, FIELD #15: pubs *****
on mouseDown
  global LOG_PUBS_MENU
  get HPopUpMenu (LOG_PUBS_MENU, 0, the mouseV, the mouseH)
  /if it is not zero then
    put item 1 of it into theline
    put item 2 of it into theitem
    if theline = 1 then
      if theline = 1 then
        end if
        if theline = 2 then
          set the locktext of me to false
        end if
      end if
    end if
  end if
end if

```

```

end CLICKLINE

```

```

-- This event restores the original condition of the fields after exiting
-- the card in order to make sure that the next time the log system is
-- used, the condition of the click is the default one
on closeCard

```

```

-- check if the field is unlocked, which means that changes have
-- been made

```

```

if the locktext of fld_bg_fld_date is false then
  -- relock this text field
  set the locktext of fld_bg_fld_date to true
end if

```

```

-- but if the remarks are changed, then relock all fields
if the locktext of fld_bg_fld_remarks is false then
  set cursor to 4
  lock screen
  set the locktext of fld_mfg_data to true
  set the locktext of fld_pubs to true
  set the locktext of fld_draw to true
  put 0 into K_VAR
  -- make sure that at the end of each line a return is placed to
  -- avoid having text rapping around which will mess up the line
  -- counting and misplace the date - remark coordination
  repeat until K_VAR = the number of lines of fld_bg_fld_remarks
    put K_VAR + 1 into K_VAR
    put line K_VAR of fld_bg_fld_remarks into CHK_LINE
    if the length of CHK_LINE > 65 then
      put return after char 65 of line K_VAR of fld_bg_fld_remarks
      put K_VAR - 1 into K_VAR
    end if
  end repeat
  -- relock the text field to make menus active
  set the locktext of fld_bg_fld_remarks to true
  -- restore the original screen condition
  unlock screen
end if
-- exit event
end closeCard

```

```

-- This event monitors the enter key in order to do a "find next" function
-- it is used because the system does not provide one, and therefore a new one
-- should be made
on enterkey
  global SEARCH_FIELD_VAR
  global SEARCH_STRING_VAR
  -- check if a search was requested
  if SEARCH_STRING_VAR is not empty then
    -- find out a global search has been requested
    if SEARCH_FIELD_VAR = "global" then
      -- ...and find the requested string
      find chars SEARCH_STRING_VAR
      -- if it was not found...
      if the result is not empty then
        -- Inform the user
        answer "String not found..."
      end if
    else
      -- find out on what field the search should be made on, and search
      find chars SEARCH_STRING_VAR in fld_SEARCH_FIELD_VAR
      -- if not found...
      if the result is not empty then
        -- Inform the user

```

```

..... BKGDND #3, FIELD #16: drawd .....
on mouseDown
  global LOG_DRMG_NUM_MENU
  get HPopUpMenu (LOG_DRMG_NUM_MENU, 0, the mouseV, the mouseH)
  if it is not zero then
    put item 1 of it into theline
    put item 2 of it into theitem
    if theline = 1 then
      end if
    if theline = 2 then
      set the locktext of me to false
      end if
    end if
  end mouseDown

..... BKGDND #3, FIELD #17: bq_fld_date .....
on mouseDown
  global LOG_DATE_MENU
  get HPopUpMenu (LOG_DATE_MENU, 0, the mouseV, the mouseH)
  if it is not zero then
    put item 1 of it into theline
    put item 2 of it into theitem
    if theline = 1 then
      put the date into line CLICKLINE() of me
      end if
    if theline = 2 then
      put empty into line CLICKLINE() of me
      end if
    if theline = 3 then
      set the locktext of me to false
      end if
    end if
  end mouseDown

..... BKGDND #3, FIELD #18: bq_fld_remarks .....
on mouseDown
  global LOG_REMARK_MENU
  get HPopUpMenu (LOG_REMARK_MENU, 0, the mouseV, the mouseH)
  if it is not zero then
    put item 1 of it into theline
    if theline = 1 then
      set the locktext of me to false
      send mouseUp to bq_button go_end
      end if
    if theline = 2 then
      set the locktext of me to false
      set the scroll of me to 0
      end if
    end if
  end mouseDown

..... BKGDND #3, BUTTON #2: LightHouse .....
on mouseUp
  go to stack ARGOS
end mouseUp

..... BKGDND #3, BUTTON #3: go_end .....
on mouseUp
  -- set the cursor to wait
  set cursor to 4
  -- lock the screen to have the fields scroll together
  set the lockscreen to true

```

```

-- get the number of lines of the remarks field
put the number of lines of fld bq_fld_remarks into lt
-- calculate the scroll
put (lt - 12 - 48) into lt
-- check if the scroll should be set to zero
if lt < 0 then
  put 0 into lt
else
  -- If not...set it to the correct max scroll
  set the scroll of fld bq_fld_remarks to lt
  set the scroll of fld bq_fld_date to lt
  end if
  -- restore screen
  set the lockscreen to false
  -- exit event
  end mouseUp

..... BKGDND #3, BUTTON #4: go_top .....
on mouseUp
  set cursor to 4
  set the lockscreen to true
  set the scroll of fld bq_fld_remarks to 0
  set the scroll of fld bq_fld_date to 0
  set the lockscreen to false
  end mouseUp

..... BKGDND #3, BUTTON #13: down .....
on mouseUp
  put the scroll of fld bq_fld_remarks into lt
  add 72 to lt
  set cursor to 4
  set the lockscreen to true
  set the scroll of fld bq_fld_remarks to lt
  set the scroll of fld bq_fld_date to lt
  set the lockscreen to false
  end mouseUp

..... BKGDND #3, BUTTON #14: up .....
on mouseUp
  put the scroll of fld bq_fld_remarks into lt
  subtract 72 from lt
  if lt < 0 then put 0 into lt
  set cursor to 4
  set the lockscreen to true
  set the scroll of fld bq_fld_remarks to lt
  set the scroll of fld bq_fld_date to lt
  set the lockscreen to false
  end mouseUp

..... BKGDND #3, BUTTON #15: go_next .....
on mouseUp
  go next
end mouseUp

..... BKGDND #3, BUTTON #16: go_prev .....
on mouseUp
  go prev
end mouseUp

..... BKGDND #3, BUTTON #17: search .....
on mouseUp
  global SEARCH_FIELD_VAR
  put "global" into SEARCH_FIELD_VAR
  lock screen

```



```

put "Global Search" into fld_search_by
put empty into fld_search_string
show bg button_search_win
show bg button_search_menu
show bg button_search_now
show bg button_forget_it
show bg button_search_for
show fld_search_by
show fld_search_string
hide me
unlock screen
click at the loc of fld_search_string
end mouseUp

***** BKEND #3, BUTTON #18 *****
on mouseUp
pop card
end mouseUp

***** BKEND #3, BUTTON #19: New Button *****
on mouseDown
put "Click in the field for options" into menu1
get HPopUpMenu(menu1,0,92,50)
end mouseDown

***** BKEND #3, BUTTON #20: New Button *****
on mouseDown
put "Click in the field for options" into menu1
get HPopUpMenu(menu1,0,92,200)
end mouseDown

***** BKEND #3, BUTTON #21: New Button *****
on mouseDown
put "Click in the field for options" into menu1
get HPopUpMenu(menu1,0,92,350)
end mouseDown

***** BKEND #3, BUTTON #24: with_phone *****
on mouseUp
set the highlight of bg button "Tone" to true
set the highlight of bg button "Pulse" to false
dial fld_number_to_dial
end mouseUp

***** BKEND #3, BUTTON #25: with_modem *****
on mouseUp
if the highlight of bg button "Tone" is true then
answer "Pick Tone or Pulse first for modem dialing..."
else
if the highlight of bg button "Pulse" is true then
dial empty with modem "ATH"
dial fld_number_to_dial with modem "ATDT"
else
dial empty with modem "ATH"
dial fld_number_to_dial with modem "ATDT"
end if
end if
end mouseUp

***** BKEND #3, BUTTON #26: Tone *****
on mouseUp
set the highlight of me to true

```

```

set the highlight of bg button "Tone" to false
end mouseUp

***** BKEND #3, BUTTON #27: Pulse *****
on mouseUp
set the highlight of me to true
set the highlight of bg button "Tone" to false
set the highlight of bg button "Tone" to false
end mouseUp

***** BKEND #3, BUTTON #28: Tone *****
on mouseUp
set the highlight of me to true
set the highlight of bg button "Pulse" to false
set the highlight of bg button "Tone" to false
end mouseUp

***** BKEND #3, BUTTON #29: close *****
on mouseUp
lock screen
hide bg button_tel_comp
hide bg button_phone_#
hide bg button_with_modem
hide bg button_with_phone
hide bg button_Pulse
hide bg button_Tone
hide bg button_Tone
hide fld_number_to_dial
hide me
unlock screen
end mouseUp

***** BKEND #3, BUTTON #30: Print_log_rep *****
on mouseUp
put the number of lines of fld_bg_fld_remarks into LINES_COUNTED
put 0 into TOTAL_LINES
set cursor to 4
lock screen
repeat until TOTAL_LINES >= LINES_COUNTED
put TOTAL_LINES + 43 into TOTAL_LINES
end repeat
put 0 into COUNT_LINES
put 0 into GLOBAL_PAGE
repeat until COUNT_LINES >= TOTAL_LINES
put COUNT_LINES + 1 into PREV_COUNT_LINES
put COUNT_LINES + 1 into COUNT_LINES
put line PREV_COUNT_LINES to COUNT_LINES of fld_bg_fld_remarks
into REMARKS1 TO TRANSFER
put line PREV_COUNT_LINES to COUNT_LINES of fld_bg_fld_date
into DATE1 TO TRANSFER
put COUNT_LINES + 1 into PREV_COUNT_LINES
put COUNT_LINES + 25 into COUNT_LINES
put line PREV_COUNT_LINES to COUNT_LINES of fld_bg_fld_remarks
into REMARKS2 TO TRANSFER
put line PREV_COUNT_LINES to COUNT_LINES of fld_bg_fld_date
into DATE2 TO TRANSFER
put GLOBAL_PAGE + 1 into GLOBAL_PAGE
push card
go to stack_log_report
put REMARKS1 TO TRANSFER into fld_page1_remarks_rep
put DATE1 TO TRANSFER into fld_page1_date_rep
go next

```

```

    put GLOBAL_PAGE into fld_page_rep
    open printing
    go first
    print all cards
    close printing
    close card
    pop card
    end repeat
    unlock screen
    end mouseUp

..... BKGDND #3, BUTTON #31: New Button .....
on mouseDown
    put "Click in the field for options" into menu1
    get HPopupMenu(menu1,0,147,350)
    end mouseDown

..... BKGDND #3, BUTTON #32: New Button .....
on mouseDown
    put "Click in the field for options" into menu1
    get HPopupMenu(menu1,0,142,6)
    end mouseDown

..... BKGDND #3, BUTTON #33: put_it_here .....
on mouseDown
    put return & "Put transferred Repair Job to this card" into menu
    get HPopupMenu(menu,0,125,120)
    end mouseDown

on mouseUp
    global TRANSFER_ME
    global WHEN_DONE
    lock screen
    hide bg button put_it_here
    hide bg button exit_transfer_rep
    hide fld click to set rep fld
    put the number of lines of fld bg fld remarks into HOW_MANY_LINES
    put WHEN_DONE into line HOW_MANY_LINES + 1 of fld bg fld date
    put TRANSFER_ME into line HOW_MANY_LINES + 1 of fld bg fld remarks
    pop card
    unlock screen
    end mouseUp

..... BKGDND #3, BUTTON #34: exit_transfer_rep .....
on mouseDown
    put "Cancel" into menu
    get HPopupMenu(menu,0,125,360)
    end mouseDown

on mouseUp
    lock screen
    hide bg button put_it_here
    hide bg button exit_transfer_rep
    hide fld click to set_rep fld
    pop card
    unlock screen
    end mouseUp

..... BKGDND #3, BUTTON #36: search_menu .....
on mouseDown
    global SEARCH_FIELD_VAR
    global DISPLAY
    put "Date" into menu

```

```

    put return & "Remarks" after menu
    put return & "FSN" after menu
    put return & "Unit Name" after menu
    put return & "Compartment #0" after menu
    put return & "Frame #0" after menu
    put return & "Slide" after menu
    put return & "PN" after menu
    put return & "APL" after menu
    put return & "Inst. Date" after menu
    put return & "Spare Part #x" after menu
    put return & "Assigned Part" after menu
    put return & "Assigned Part" after menu
    put return & "Manfr. Data" after menu
    put return & "Publications" after menu
    get HPopupMenu(menu,0,the mouseV - 60,the mouseH)
    If it is not zero then
        put item 1 of it into theline
        put line theline of menu into fld search_by
        If theline = 1 then
            put "bg_fld_date" into SEARCH_FIELD_VAR
        end if
        If theline = 2 then
            put "bg_fld_remarks" into SEARCH_FIELD_VAR
        end if
        If theline = 3 then
            put "fsn" into SEARCH_FIELD_VAR
        end if
        If theline = 4 then
            put "unit" into SEARCH_FIELD_VAR
        end if
        If theline = 5 then
            put "empt" into SEARCH_FIELD_VAR
        end if
        If theline = 6 then
            put "frame" into SEARCH_FIELD_VAR
        end if
        If theline = 7 then
            put "slide" into SEARCH_FIELD_VAR
        end if
        If theline = 8 then
            put "pn" into SEARCH_FIELD_VAR
        end if
        If theline = 9 then
            put "apl" into SEARCH_FIELD_VAR
        end if
        If theline = 10 then
            put "inst_date" into SEARCH_FIELD_VAR
        end if
        If theline = 11 then
            put "spare_prt_bx" into SEARCH_FIELD_VAR
        end if
        If theline = 12 then
            put "pqr" into SEARCH_FIELD_VAR
        end if
        If theline = 13 then
            put "patqr" into SEARCH_FIELD_VAR
        end if
        If theline = 14 then
            put "mfgc_data" into SEARCH_FIELD_VAR
        end if
        If theline = 15 then
            put "pubs" into SEARCH_FIELD_VAR
        end if
    end if

```

```

If theline = 16 then
    put "draw" into SEARCH_FIELD_VAR
end if
put line theline of menu into DISPLAY
else
    put "Global Search" into fld search_by
    put "global" into SEARCH_FIELD_VAR
end if
on mouseDown
    click at the loc of fld search_string
end mouseUp

***** BKGDND #3, BUTTON #38: forget_it *****
on mouseDown
    put return & "Exit Search" into menu
    get HPopUpMenu (menu,0,125,355)
end mouseDown
on mouseUp
    lock screen
    show bg button search
    hide bg button "search for:"
    hide bg button search_menu
    hide bg button search_win
    hide fld search_by
    hide fld search_string
    hide me
    put empty into fld search_string
    unlock screen
end mouseUp

***** BKGDND #3, BUTTON #39: search_now *****
on mouseDown
    put return & "Find It" into menu
    get HPopUpMenu (menu,0,125,335)
end mouseDown

on mouseUp
    global SEARCH_FIELD_VAR
    global SEARCH_STRING_VAR
    set cursor to 4
    lock screen
    put fld search_string into SEARCH_STRING_VAR
    put length(SEARCH_STRING_VAR) into LAST_CHAR
    If char LAST_CHAR of SEARCH_STRING_VAR = return then
        put empty into char LAST_CHAR of SEARCH_STRING_VAR
    end if
    put empty into fld search_string
    If SEARCH_STRING_VAR is not empty then
        go next
    else if SEARCH_FIELD_VAR = "global" then
        send mouseUp to bg button forget_it
        find chars SEARCH_STRING_VAR
    else if the result is not empty then
        answer "String not found..."
    end if
else
    send mouseUp to bg button forget_it
    find chars SEARCH_STRING_VAR in fld SEARCH_FIELD_VAR
    If the result is not empty then
        answer "String not found"
    end if

```

```

end if
else
    send mouseUp to bg button forget_it
end if
unlock screen
end mouseUp

***** BKGDND #3, BUTTON #40: Set_me *****
-- This event adds the card to the system If it is a new card or exits
-- the log stack and returns to the driver If it is an old card
on mouseUp
    -- check whether it is a new card or a revised one
    If the short name of this stack is "log" then
        -- lock all fields
        repeat with fldno = 1 to the number of fields
            set the locktext of fld fldno to true
        end repeat
        -- If it is a revised one....
        go to card 2 of stack "PMS_driver"
    else
        -- If it is a new member...
        -- lock the screen to make things faster
        lock screen
        -- lock all fields
        repeat with fldno = 1 to the number of fields
            set the locktext of fld fldno to true
        end repeat
        -- hide del button
        hide bg button delete_me
        -- remove it from the PMS_driver
        doMenu "Cut Card"
        -- go to the log stack
        go to last card of stack log
        -- place it there
        doMenu "Paste Card"
        -- compact the stack to reduce its size
        doMenu "Compact Stack"
        --return to the PMS_driver
        go to card 2 of stack "PMS_driver"
        -- reset the screen
        unlock screen
    end if
end mouseUp

***** BKGDND #3, BUTTON #41: delete_me *****
-- This event deletes the card and removes it from the system
on mouseUp
    -- ask the user to verify that he really wants to remove this card
    answer "Are you sure?" with "OK" or "Cancel"
    -- If he does...
    If it is "OK" then
        -- lock the screen to make things run faster
        lock screen
        -- throw the card away
        doMenu "Delete Card"
        -- compact the stack
        doMenu "Compact Stack"
        --return to the driver
        go to card 2 of stack "PMS_driver"
        -- reset the screen
        unlock screen
    end if

```

```

-- This event deletes the card and removes it from the system
on mouseUp
    -- ask the user to verify that he really wants to remove this card
    answer "Are you sure?" with "OK" or "Cancel"
    -- If he does...
    If it is "OK" then
        -- lock the screen to make things run faster
        lock screen
        -- throw the card away
        doMenu "Delete Card"
        -- compact the stack
        doMenu "Compact Stack"
        --return to the driver
        go to card 2 of stack "PMS_driver"
        -- reset the screen
        unlock screen
    end if

```

```

end if
-- exit event
end mouseUp

..... BKGDND #3, BUTTON #42: draw line .....
on mouseUp
  put -----
  fld bg fld_remarks
end mouseUp

..... BACKGNDND #4: report_graph .....
on openCard
  hide menuBar
  end openCard

..... BKGDND #4, BUTTON #1: print_only_me .....
on mouseUp
  lock screen
  hide bg button print_only_me
  hide bg button lighthouse
  hide bg button go_next
  hide bg button go_prev
  hide bg button go_to_driver
  hide bg button "Performance Report"
  print this card
  show bg button print_only_me
  show bg button lighthouse
  show bg button go_next
  show bg button go_prev
  show bg button go_to_driver
  show bg button "Performance Report"
  unlock screen
end mouseUp

..... BKGDND #4, BUTTON #2: Lighthouse .....
on mouseUp
  go to card 1 of stack PMS_driver
end mouseUp

..... BKGDND #4, BUTTON #3: go_to_driver .....
on mouseUp
  go to card 2 of stack PMS_driver
end mouseUp

..... BKGDND #4, BUTTON #4: make_me .....
on mouseUp
  repeat with i = 1 to the number of lines of fld collect_info
    put item i of line 1 of fld collect_info into fld i
  end repeat
  repeat with i = 1 to the number of lines of fld collect_info
    if item 2 of line i of fld collect_info = "A" then
      put i * 5 - 4 into WHICH
      show button WHICH
    next repeat
  end if
  if item 2 of line 1 of fld collect_info = "B" then
    put i * 5 - 3 into WHICH
    show button WHICH
  next repeat
end if

if item 2 of line 1 of fld collect_info = "C" then
  put i * 5 - 2 into WHICH
  show button WHICH
next repeat

```

```

end if
if item 2 of line 1 of fld collect_info = "D" then
  put i * 5 - 1 into WHICH
  show button WHICH
next repeat
end if
if item 2 of line 1 of fld collect_info = "E" then
  put i * 5 into WHICH
  show button WHICH
end if

end repeat
choose line tool
put -86, -6 round(281 - (item 3 of line 1 of fld collect_info) * 1.5) into old_loc
repeat with i = 2 to the number of lines of fld collect_info
  put i * 12 + 74 into h
  put round(281 - (item 3 of line i of fld collect_info) * 1.5) into v
  put h & ", -6 v into new_loc
  drag from old_loc to new_loc
  put new_loc into old_loc
end repeat
choose browse tool
put -PMS completed :- 66 average of collect_info, 3) 66 -> into fld total_compl
put the number of lines of fld collect_info into DAY_NO
if DAY_NO = 30 then
  show button 156
else
  if DAY_NO = 29 then
    show button 157
  else
    if DAY_NO = 28 then
      show button 158
    end if
  end if
end if
end mouseUp

function average of fld_to, item_on
  put 0 into tot
  put 0 into count
  repeat with i = 1 to the number of lines of fld fld_to
    put tot + item item_on of line i of fld fld_to into tot
    put count + 1 into count
  end repeat
  put (tot / count) into TEMP_RES
  if TEMP_RES = trunc(TEMP_RES) > 0 then
    put (char 1 to (offset("-",TEMP_RES) + 2) of TEMP_RES) into TEMP_RES
  end if
  return (TEMP_RES)
end average_of

..... BKGDND #4, BUTTON #5: go_next .....
go next
on mouseUp
end mouseUp

..... BKGDND #4, BUTTON #6: go_prev .....
go prev
on mouseUp
end mouseUp

..... BKGDND #5, FIELD #7: test .....
put the mouseUp into it

```



```

put ((the scroll of me) + 1) into it
subtract 96 from it
put (it div 12) into it
repeat until line it of field 6 is not empty
  subtract 1 from it
  if it < 1 then exit mouseUp
end repeat
put line it of field 6 into it
push card
go to card it
end mouseUp

***** BKND #5, FIELD #8: MRC *****
on mouseUp
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of me
  put the selection into cardName
  push card
  go to card cardName
end mouseUp

***** BKND #5, FIELD #9: MRCdescript *****
on mouseUp
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of field "MRC"
  put the selection into cardName
  push card
  go to card cardName
end mouseUp

***** BKND #5, FIELD #10: period *****
on mouseUp
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of field "MRC"
  put the selection into cardName
  push card
  go to card cardName
end mouseUp

***** BKND #5, FIELD #11: rates *****
on mouseUp
  put the mouseUp into it
  put ((the scroll of me) + 1) into it
  subtract 96 from it
  put (it div 12) into it
  repeat until line it of field 6 is not empty
    subtract 1 from it
    if it < 1 then exit mouseUp
  end repeat
  put line it of field 6 into it
  push card
  go to card it
end mouseUp

***** BKND #5, FIELD #12: man *****
on mouseUp
  put the mouseUp into it
  put ((the scroll of me) + 1) into it
  subtract 96 from it
  put (it div 12) into it

```

```

  subtract 1 from it
  if it < 1 then exit mouseUp
end repeat
put line it of field 6 into it
push card
go to card it
end mouseUp

***** BKND #5, FIELD #13: telman *****
on mouseUp
  put the mouseUp into it
  put ((the scroll of me) + 1) into it
  subtract 96 from it
  put (it div 12) into it
  repeat until line it of field 6 is not empty
    subtract 1 from it
    if it < 1 then exit mouseUp
  end repeat
  put line it of field 6 into it
  push card
  go to card it
end mouseUp

***** BKND #6, FIELD #4: test *****
on mouseUp
  put the mouseUp into it
  put ((the scroll of me) + 1) into it
  subtract 96 from it
  put (it div 12) into it
  repeat until line it of field 6 is not empty
    subtract 1 from it
    if it < 1 then exit mouseUp
  end repeat
  put line it of field 6 into it
  push card
  go to card it
end mouseUp

***** BKND #6, FIELD #5: MRC *****
on mouseUp
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of me
  put the selection into cardName
  push card
  go to card cardName
end mouseUp

***** BKND #6, FIELD #6: MRCdescript *****
on mouseUp
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of field "MRC"
  put the selection into cardName
  push card
  go to card cardName
end mouseUp

***** BKND #6, FIELD #7: period *****
on mouseUp
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum

```

```

push card
go to card cardName
end mouseup

..... BKGN0 06, FIELD 08: rates .....
on mouseup
  put the mousev into it
  put ((the scroll of me) + it) into it
  subtract 96 from it
  put (it div 12) into it
  repeat until line it of field 6 is not empty
    subtract 1 from it
  if it < 1 then exit mouseup
  end repeat
  put line it of field 6 into it
  push card
  go to card it
end mouseup

..... BKGN0 06, FIELD 09: man .....
on mouseup
  put the mousev into it
  put ((the scroll of me) + it) into it
  subtract 96 from it
  put (it div 12) into it
  repeat until line it of field 6 is not empty
    subtract 1 from it
  if it < 1 then exit mouseup
  end repeat
  put line it of field 6 into it
  push card
  go to card it
end mouseup

..... BKGN0 06, FIELD 10: relman .....
on mouseup
  put the mousev into it
  put ((the scroll of me) + it) into it
  subtract 96 from it
  put (it div 12) into it
  repeat until line it of field 6 is not empty
    subtract 1 from it
  if it < 1 then exit mouseup
  end repeat
  put line it of field 6 into it
  push card
  go to card it
end mouseup

..... BKGN0 06, FIELD 10: relman .....
on mouseup
  put the mousev into it
  put ((the scroll of me) + it) into it
  subtract 96 from it
  put (it div 12) into it
  repeat until line it of field 6 is not empty
    subtract 1 from it
  if it < 1 then exit mouseup
  end repeat
  put line it of field 6 into it
  push card
  go to card it
end mouseup

..... BKGN0 07, FIELD 02: relman .....
on mouseup
  put the mousev into it
  put ((the scroll of me) + it) into it
  subtract 96 from it
  put (it div 12) into it
  repeat until line it of field 6 is not empty
    subtract 1 from it
  if it < 1 then exit mouseup
  end repeat
  put line it of field 6 into it
  push card
  go to card it
end mouseup

..... BKGN0 07, FIELD 03: rates .....
on mouseup
  put the mousev into it
  put ((the scroll of me) + it) into it
  subtract 96 from it
  put (it div 12) into it
  repeat until line it of field 6 is not empty
    subtract 1 from it
  if it < 1 then exit mouseup
  end repeat
  put line it of field 6 into it
  push card
  go to card it
end mouseup

..... BKGN0 07, FIELD 04: rates .....
on mouseup
  put the mousev into it
  put ((the scroll of me) + it) into it
  subtract 96 from it
  put (it div 12) into it
  repeat until line it of field 6 is not empty
    subtract 1 from it
  if it < 1 then exit mouseup
  end repeat
  put line it of field 6 into it
  push card
  go to card it
end mouseup

..... BKGN0 07, FIELD 05: period .....
on mouseup
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of field "MRC"
  put the selection into cardName
  push card
  go to card cardName
end mouseup

..... BKGN0 07, FIELD 06: MRCdescript .....
on mouseup
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of field "MRC"
  put the selection into cardName
  push card
  go to card cardName
end mouseup

..... BKGN0 07, FIELD 07: MRC .....
on mouseup
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of me
  put the selection into cardName
  push card
  go to card cardName
end mouseup

..... BKGN0 07, FIELD 08: test .....
on mouseup
  put the mousev into it
  put ((the scroll of me) + it) into it

```

```

subtract 96 from it
put (it div 12) into it
repeat until line it of field 6 is not empty
  subtract 1 from it
  if it < 1 then exit mouseUp
end repeat
put line it of field 6 into it
push card
go to card it
end mouseUp

***** BACKGROUND #8: schedule_page1 *****
-- This function takes the contents of a container like a field and
-- sorts them according to some item specified. Arguments are the field
-- and the desired item to be sorted on.
-- The sorting is done in a descending order.
function fieldsort thefield, sort_on_item
  put return & return into crcr
  get thefield
  repeat
    put offset(crcr, it) into p
    if p = 0 then exit repeat
    delete char p of it
  end repeat
  put it into thefield
  repeat with primary = 1 to the number of lines in thefield - 1
    put primary into leastlinenum
    repeat with current = primary + 1 to the number of lines in thefield
      if item sort_on_item of thefield > item sort_on_item of line least
        linenum of thefield then
        put current into leastlinenum
      end if
    end repeat
  end repeat
  if leastlinenum > primary then
    put line primary of thefield into temp
    put line leastlinenum of thefield into line primary of thefield
    put temp into line leastlinenum of thefield
  end if
end repeat
return thefield
end fieldsort

-- This function takes the contents of a container like a field and
-- sorts them according to some item specified. Arguments are the field
-- and the desired item to be sorted on.
-- The sorting is done in a ascending order.
function fieldsortnormal thefield, sort_on_item
  put return & return into crcr
  get thefield
  repeat
    put offset(crcr, it) into p
    if p = 0 then exit repeat
    delete char p of it
  end repeat
  put it into thefield
  repeat with primary = 1 to the number of lines in thefield - 1
    put primary into leastlinenum
    repeat with current = primary + 1 to the number of lines in thefield
      if item sort_on_item of line current of thefield < item sort_on_item of line least
        linenum of thefield then
        put current into leastlinenum
      end if
    end repeat
  end repeat
  if leastlinenum > primary then
    put line primary of thefield into temp
    put line leastlinenum of thefield into line primary of thefield
    put temp into line leastlinenum of thefield
  end if
end repeat
return thefield
end fieldsortnormal

-- This function does an insertion sort of the items of a container
-- assuming that the items are already sorted. What it does is to pick
-- the new element and insert it in the correct position in the list.
-- It is used instead of a normal full sort to increase the performance
-- of the system.
function superfastdown item_to_sort, itemline
  get item_to_sort
  put line itemline of item_to_sort into PRESERVE
  delete line itemline of item_to_sort
  put item 5 of PRESERVE into TEST_ITEM
  put false into TEST
  repeat with current = itemline to the number of lines in item_to_sort
    if TEST_ITEM > item 5 of line current of item_to_sort then
      next repeat
    else
      put PRESERVE & return before line current of item_to_sort
      put true into TEST
      exit repeat
    end if
  end repeat
  if not TEST then put return & PRESERVE after last line of item_to_sort
  return item_to_sort
end superfastdown

-- This function takes a value and transforms it to screen coordinates
-- in order to plot the graph. It takes as arguments a value and
-- returns an integer value which corresponds to the Y-axis.
function transform_to_screen_X_coordinates item_value
  return round((60 - (.55 * item_value / 50))
end transform_to_screen_X_coordinates

***** BKGDND #9, BUTTON #1: do_it_active *****
on mouseUp
  put the number of cards of bg schedule_page1 into NO_OF_WORK_CENTERS
  put the number of cards of bg DA_MODEL into TOTAL_DA_CARDS
  put TOTAL_DA_CARDS / NO_OF_WORK_CENTERS into DAYS_OF_QUARTER
  --delete the duplicate jobs
  push card
  put "..." START "..." & return into CHECK_JOBS_LIST
  repeat with i = 1 to NO_OF_WORK_CENTERS
    go to card 1 of bg schedule_page1
    repeat with LINE_COUNT = the number of lines of fld info down to 1
      put item 1 of line LINE_COUNT of fld info into CHECK_JOB
      if CHECK_JOB is in CHECK_JOBS_LIST then
        delete line LINE_COUNT of fld info
      else
        put CHECK_JOB & return after CHECK_JOBS_LIST
      end if
    end repeat
  end repeat
  put empty into CHECK_JOBS_LIST
  pop card
  put 0 into END_DATE
  repeat with i = 1 to NO_OF_WORK_CENTERS

```

```

put 0 into EVERY_2DAY_JOB_GLORAL
put false into SORTED
put END_DATE + 1 into START_DATE
put START_DATE + DAYS_OF_QUARTER - 1 into END_DATE
go to card 1 of bg schedule_page1
put fld into JOBS_TO_BE_SCHEDULED
--set up field and var to hold mh
put empty into DAYS_STAT_MH_VAR
repeat with FILL_LINE - 1 to DAYS_OF_QUARTER
  get fld letter_sh_status of card START_DATE + FILL_LINE - 1 of
  bg DA_MODEL
  put it into STAT
  get fld bg_fld_date of card START_DATE + FILL_LINE - 1 of
  bg DA_MODEL
  put it into TEMP_DATE
  put char 1 of item 1 of TEMP_DATE into DAY_CHAP
  convert TEMP_DATE to dateitems
  put item 2 of TEMP_DATE into MONTH_NO
  put FILL_LINE & "-" & DAY_CHAP & "-" & MONTH_NO & "-"
  & STAT & "-" & return into line FILL_LINE of DAYS_STAT_MH_VAR
  end repeat
  repeat with FILL_LINE - 0 to (DAYS_OF_QUARTER - 1)
    get fld calculated_mh of card START_DATE + FILL_LINE of bg DA_model
    put it after line (FILL_LINE + 1) of DAYS_STAT_MH_VAR
    end repeat
  repeat with CHANGE_S_MH - 1 to DAYS_OF_QUARTER
    If item 2 of line CHANGE_S_MH of DAYS_STAT_MH_VAR = "S" then
      put 1000 into item 5 of line CHANGE_S_MH of DAYS_STAT_MH_VAR
    end if
  end repeat
  --sort the var in 4321 order according to mh (last item)
  put fieldsort (DAYS_STAT_MH_VAR.5) into DAYS_STAT_MH_VAR
  repeat with li - 1 to the number of lines of JOBS_TO_BE_SCHEDULED
    put 0 into ALLREADY_SCHEDULED
    put false into JOB_SCHEDULED_OK
    put char 1 of item 2 of line li of JOBS_TO_BE_SCHEDULED into TEST_CHAR
    If TEST_CHAR > "H" then
      push card --current automatic scheduling card of new quarter stack
      If TEST_CHAR = "Q" then put 20 into DIVIDE_BY
      If TEST_CHAR = "P" then put 18 into DIVIDE_BY
      If TEST_CHAR = "O" then put 16 into DIVIDE_BY
      If TEST_CHAR = "N" then put 12 into DIVIDE_BY
      If TEST_CHAR = "M" then put 10 into DIVIDE_BY
      If TEST_CHAR = "L" then put 8 into DIVIDE_BY
      If TEST_CHAR = "K" then put 6 into DIVIDE_BY
      If TEST_CHAR = "J" then put 4 into DIVIDE_BY
      If TEST_CHAR = "I" then put 2 into DIVIDE_BY
      put item 1 of line li of JOBS_TO_BE_SCHEDULED into DEST
      If char 1 of DEST = "-" or char 1 of DEST = "-" then
        delete char 1 of DEST
      end if
      go to stack PMS
      --check if card is there
      get line 3 of fld data of card DEST
      put it into RETURN_FROM_MOD_FUNCTION
      pop card
      -- check whether the job is set to every how many quarters to be scheduled
      If RETURN_FROM_MOD_FUNCTION = "MOD" then
        put item 1 of line li of JOBS_TO_BE_SCHEDULED as
        "Unknown quarter desired" & return after fld not_scheduled
        next repeat
      else
        If fld cumul_quarter mod DIVIDE_BY = RETURN_FROM_MOD_FUNCTION then
          --go and schedule the job in some day of this quarter

```



```

end if
if not JOB_SCHEDULED_OK then
  put item 1 of line 11 of JOBS_TO_BE_SCHEDULED 66
  --: No appropriate day found- & return after fld not_scheduled
end if

and if --cumul quarter check
and if --return from mod function
and if --if check char is > than H
if TEST_CHAR = "H" then --quarterly scheduled job
--go and schedule the job in some day of this quarter
put D into COUNTER
repeat until COUNTER = 10 or JOB_SCHEDULED_OK
  put COUNTER + 1 into COUNTER
  put DAYS OF QUARTER - ALLREADY_SCHEDULED + 1 into UP TO WHAT_RANDOM
  put random(UP TO WHAT_RANDOM) into RANDOMLY_PICKED_DAY
  if item 4 of line 11 of JOBS_RANDOMLY_PICKED_DAY of DAYS_STAT_MH_VAR is in
  item 4 of line 11 of JOBS_TO_BE_SCHEDULED then
    get the short name of card (item 1 of line
    RANDOMLY_PICKED_DAY of DAYS_STAT_MH_VAR)
    + START_DATE - 1) of bg DA_MODEL
    put it into WHEN_TO_SCHEDULE
    repeat with MC_involved = 1 to the number of words of item 6
    of line 11 of JOBS_TO_BE_SCHEDULED
      put word MC_involved of item 6 of line 11 of JOBS_TO_BE_SCHEDULED
      into WHAT_MC
      put offset(" ", WHEN_TO_SCHEDULE) into OFFSET_COUNT
      delete char 1 to (OFFSET_COUNT - 1) of WHEN_TO_SCHEDULE
      put WHAT_MC before WHEN_TO_SCHEDULE
      put item 1 of line 11 of JOBS_TO_BE_SCHEDULED & return
      after fld bg fld MPC no of card WHEN TO SCHEDULE of bg DA_model
      put item 3 of line 11 of JOBS_TO_BE_SCHEDULED & return
      after fld bg fld tot mh of card WHEN TO SCHEDULE
      add item 3 of line 11 of JOBS_TO_BE_SCHEDULED to fld
      calculated_mh of card WHEN TO SCHEDULE
    end repeat
  add item 3 of line 11 of JOBS_TO_BE_SCHEDULED to
  item 5 of line RANDOMLY_PICKED_DAY of DAYS_STAT_MH_VAR
  put TRUE into JOB_SCHEDULED_OK
  put ALLREADY_SCHEDULED + 1 into ALLREADY_SCHEDULED
  put superfastdown(DAYS_STAT_MH_VAR, RANDOMLY_PICKED_DAY) into DAYS_STAT_MH_VAR
end if

end if
end repeat
if not JOB_SCHEDULED_OK then
  put D into CHECK_DAY
  repeat until CHECK_DAY = DAYS OF QUARTER or JOB_SCHEDULED_OK
  put CHECK_DAY + 1 into CHECK_DAY
  if item 4 of line 11 of JOBS_TO_BE_SCHEDULED then
    get the short name of card (item 1 of line
    + START_DATE - 1) of bg DA_MODEL
    put it into WHEN_TO_SCHEDULE
    repeat with MC_involved = 1 to the number of words of item 6
    of line 11 of JOBS_TO_BE_SCHEDULED
      put word MC_involved of item 6 of line 11 of JOBS_TO_BE_SCHEDULED
      into WHAT_MC
      put offset(" ", WHEN_TO_SCHEDULE) into OFFSET_COUNT
      delete char 1 to (OFFSET_COUNT - 1) of WHEN_TO_SCHEDULE
      put WHAT_MC before WHEN_TO_SCHEDULE
      put item 1 of line 11 of JOBS_TO_BE_SCHEDULED & return
      after fld bg fld MPC no of card WHEN TO SCHEDULE of bg DA_model
      after fld bg fld tot mh of card WHEN TO SCHEDULE of bg DA_model
    end repeat
  add item 3 of line 11 of JOBS_TO_BE_SCHEDULED to
  item 5 of line RANDOMLY_PICKED_DAY of DAYS_STAT_MH_VAR
  put TRUE into JOB_SCHEDULED_OK
  put ALLREADY_SCHEDULED + 1 into ALLREADY_SCHEDULED
  put superfastdown(DAYS_STAT_MH_VAR, RANDOMLY_PICKED_DAY) into DAYS_STAT_MH_VAR
end if

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after fld bg fld tot mh of card WHEN TO SCHEDULE
add item 3 of line 11 of JOBS_TO_BE_SCHEDULED to fld
calculated_mh of card WHEN TO SCHEDULE
end repeat
add item 3 of line 11 of JOBS_TO_BE_SCHEDULED to
item 5 of line CHECK_DAY of DAYS_STAT_MH_VAR
put TRUE into JOB_SCHEDULED_OK
put ALLREADY_SCHEDULED + 1 into ALLREADY_SCHEDULED
put superfastdown(DAYS_STAT_MH_VAR, CHECK_DAY) into DAYS_STAT_MH_VAR
end if
end repeat
end if
if not JOB_SCHEDULED_OK then
  put item 1 of line 11 of JOBS_TO_BE_SCHEDULED 66
  --: No appropriate day found- & return after fld not_scheduled
end if
and if --if check char is = N
if TEST_CHAR = "C" then --2M scheduled job
push card
put item 1 of line 11 of JOBS_TO_BE_SCHEDULED into DEST
if char 1 of DEST = "-" or char 1 of DEST = "." then
  delete char 1 of DEST
end if
go to stack PMS
--check if card is there
get line 3 of fld data of card DEST
put it into RETURN_FROM_MOD_FUNCTION
pop card
-- check whether the job is set to every how many quarters to be scheduled
if RETURN_FROM_MOD_FUNCTION = "MOD" then
  put item 1 of line 11 of JOBS_TO_BE_SCHEDULED 66
  --: Unknown month desired- & return after fld not_scheduled
  next repeat
else
  put D into CHECK_DAY
  put D into ALL_MONTHS
  put "Months:" into SCHEDULED_MONTH
  repeat until CHECK_DAY = DAYS OF QUARTER or ALL_MONTHS = 2
  put CHECK_DAY + 1 into CHECK_DAY
  if item 4 of line 11 of CHECK_DAY of DAYS_STAT_MH_VAR is in
  item 4 of line 11 of JOBS_TO_BE_SCHEDULED and
  item 3 of line 11 of CHECK_DAY of DAYS_STAT_MH_VAR is not in
  SCHEDULED_MONTH then
    get the short name of card (item 1 of line
    CHECK_DAY of DAYS_STAT_MH_VAR)
    + START_DATE - 1) of bg DA_MODEL
    put it into WHEN TO SCHEDULE
    repeat with MC_involved = 1 to the number of words of item 6
    of line 11 of JOBS_TO_BE_SCHEDULED
      put word MC_involved of item 6 of line 11 of JOBS_TO_BE_SCHEDULED
      into WHAT_MC
      put offset(" ", WHEN TO SCHEDULE) into OFFSET_COUNT
      delete char 1 to (OFFSET_COUNT - 1) of WHEN TO SCHEDULE
      put WHAT_MC before WHEN TO SCHEDULE
      put item 1 of line 11 of JOBS_TO_BE_SCHEDULED & return
      after fld bg fld MPC no of card WHEN TO SCHEDULE of bg DA_model
      put item 3 of line 11 of JOBS_TO_BE_SCHEDULED & return
      after fld bg fld tot mh of card WHEN TO SCHEDULE
      add item 3 of line 11 of JOBS_TO_BE_SCHEDULED to fld
      calculated_mh of card WHEN TO SCHEDULE
    end repeat
  add item 3 of line 11 of JOBS_TO_BE_SCHEDULED to
  item 5 of line CHECK_DAY of DAYS_STAT_MH_VAR
  put TRUE into JOB_SCHEDULED_OK
  put ALLREADY_SCHEDULED + 1 into ALLREADY_SCHEDULED
  put superfastdown(DAYS_STAT_MH_VAR, CHECK_DAY) into DAYS_STAT_MH_VAR
end if

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put item 3 of line 11 of CHECK_DAY of DAYS_STAT_MH_VAR & "-" after
SCHEDULED_MONTH
put ALL_MONTHS + 1 into ALL_MONTHS
put ALLREADY_SCHEDULED + 1 into ALLREADY_SCHEDULED
put superfastdown(DAYS_STAT_MH_VAR,CHECK_DAY) into DAYS_STAT_MH_VAR
end if
end repeat
end if
--if check char is - G
if TEST_CHAR = "-" then --Monthly scheduled job
put 0 into CHECK_DAY
put "Months:" into SCHEDULED_MONTH
repeat until 11 CHECK_DAY = DAYS_STAT_MH_VAR or ALL_MONTHS = 3
put CHECK_DAY + 1 into CHECK_DAY
if item 4 of line 11 of CHECK_DAY of DAYS_STAT_MH_VAR is in
item 4 of line 11 of JOBS_TO_BE_SCHEDULED and
item 3 of line 11 of CHECK_DAY of DAYS_STAT_MH_VAR is not in
SCHEDULED_MONTH then
get the short name of card (item 1 of line
CHECK_DAY of DAYS_STAT_MH_VAR)
+ START_DATE - 1 of bg DA_MODEL
put it into WHEN_TO_SCHEDULE
repeat with WC Involved = 1 to the number of words of item 6
of line 11 of JOBS_TO_BE_SCHEDULED
put word WC Involved of item 6 of line 11 of JOBS_TO_BE_SCHEDULED
into WHAT_WC
put offset("-","WHEN_TO_SCHEDULE") into OFFSET_COUNT
delete char 1 to (OFFSET_COUNT - 1) of WHEN_TO_SCHEDULE
put WHAT_WC before WHEN_TO_SCHEDULE
put item 1 of line 11 of JOBS_TO_BE_SCHEDULED & return
after fld bg fld_MRC no of card WHEN_TO_SCHEDULE of bg DA_MODEL
put item 3 of line 11 of JOBS_TO_BE_SCHEDULED & return
after fld bg fld_tot_mh of card WHEN_TO_SCHEDULE
add item 3 of line 11 of JOBS_TO_BE_SCHEDULED to fld
calculated_mh of card WHEN_TO_SCHEDULE
end repeat
add item 3 of line 11 of JOBS_TO_BE_SCHEDULED to
item 5 of line 11 of line CHECK_DAY of
TEMP_DAYS_STAT_MH_VAR
put TRUE into JOB_SCHEDULED_OK
exit repeat
end if
--report that job was not scheduled on this 15day block
if not JOB_SCHEDULED_OK then
put item 1 of line 11 of JOBS_TO_BE_SCHEDULED &
"; unscheduled in 2M block" & WHAT_2WEEK_BLOCK
& return after fld not_scheduled
end if
end repeat
if TEST_CHAR = "E" then --Weekly scheduled job
if not SORTED then
put fieldsortnormal (DAYS_STAT_MH_VAR,1) into DAYS_STAT_MH_VAR
put true into SORTED
end if
put 0 into WHAT_WEEK_BLOCK
repeat for DAYS_OF_QUARTER div 7
put WHAT_WEEK_BLOCK + 1 into WHAT_WEEK_BLOCK
put TO_DATE + 1 into FROM_DATE
put FROM_DATE + 6 into TO_DATE
put line FROM_DATE to TO_DATE of DAYS_STAT_MH_VAR into
TEMP_DAYS_STAT_MH_VAR
put fieldsortnormal (TEMP_DAYS_STAT_MH_VAR,5) into TEMP_DAYS_STAT_MH_VAR
repeat with CHECK_DAY = 1 to 7
if item 4 of line CHECK_DAY of TEMP_DAYS_STAT_MH_VAR is in
item 4 of line 11 of JOBS_TO_BE_SCHEDULED then
get the short name of card (item 1 of line
CHECK_DAY of TEMP_DAYS_STAT_MH_VAR)
+ START_DATE - 1 of bg DA_MODEL
put it into WHEN_TO_SCHEDULE
repeat with WC Involved = 1 to the number of words of item 6
of line 11 of JOBS_TO_BE_SCHEDULED
put word WC Involved of item 6 of line 11 of JOBS_TO_BE_SCHEDULED
into WHAT_WC
put offset("-","WHEN_TO_SCHEDULE") into OFFSET_COUNT
delete char 1 to (OFFSET_COUNT - 1) of WHEN_TO_SCHEDULE
put WHAT_WC before WHEN_TO_SCHEDULE
put item 1 of line 11 of JOBS_TO_BE_SCHEDULED & return
after fld bg fld_MRC no of card WHEN_TO_SCHEDULE of bg DA_MODEL

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item 4 of line 11 of JOBS_TO_BE_SCHEDULED then
get the short name of card (item 1 of line
CHECK_DAY of TEMP_DAYS_STAT_MH_VAR)
+ START_DATE - 1 of bg DA_MODEL
put it into WHEN_TO_SCHEDULE
repeat with WC Involved = 1 to the number of words of item 6
of line 11 of JOBS_TO_BE_SCHEDULED
put word WC Involved of item 6 of line 11 of JOBS_TO_BE_SCHEDULED
into WHAT_WC
put offset("-","WHEN_TO_SCHEDULE") into OFFSET_COUNT
delete char 1 to (OFFSET_COUNT - 1) of WHEN_TO_SCHEDULE
put WHAT_WC before WHEN_TO_SCHEDULE
put item 1 of line 11 of JOBS_TO_BE_SCHEDULED & return
after fld bg fld_MRC no of card WHEN_TO_SCHEDULE of bg DA_MODEL

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put item 3 of line 11 of JOBS TO BE SCHEDULED & return
after fld bg fld tot_mh of card WHEN TO SCHEDULE
add item 3 of line 11 of JOBS TO BE SCHEDULED to fld
calculated_mh of card WHEN TO SCHEDULE
end repeat
add item 3 of line 11 of JOBS TO BE SCHEDULED to
item 5 of line (item 1 of line CHECK_DAY of
TEMP_DAYS_STAT_MH_VAR of DAYS_STAT_MH_VAR
put TRUE Into JOB_SCHEDULED_OK
exit repeat
end if
end repeat
--report that job was not scheduled on this 15day block
if not JOB_SCHEDULED_OK then
put item 1 of line 11 of JOBS TO BE SCHEDULED &&
"; unscheduled in 1day block" && WHAT_WEEK_BLOCK
& return after fld not_scheduled
end if
end repeat
end if --if check char is = D
if TEST_CHAR = "C" then -- 3day scheduled job
if not SORTED then
put fldsortnormal (DAYS_STAT_MH_VAR.1) into DAYS_STAT_MH_VAR
put true into SORTED
end if
put EVERY_3DAY_JOB_GLOBAL + 1 into EVERY_3DAY_JOB_GLOBAL
put (EVERY_3DAY_JOB_GLOBAL mod 3) + 1 into THE_DATE
repeat while THE_DATE <= DAYS_OF_QUARTER
if item 4 of line CHECK_DAY of DAYS_STAT_MH_VAR is in
item 4 of line 11 of JOBS TO BE SCHEDULED then
get the short name of card (item 1 of line
THE DATE of DAYS_STAT_MH_VAR)
& START_DATE = 1) of bg DA_MODEL
put it into WHEN TO SCHEDULE
repeat with MC involved = 1 to the number of words of item 6
of line 11 of JOBS TO BE SCHEDULED
put word MC INVOLVED of item 6 of line 11 of JOBS TO BE SCHEDULED
into WHAT_MC
put offset ("-", WHEN TO SCHEDULE) into OFFSET_COUNT
delete char 1 to (OFFSET_COUNT - 1) of WHEN TO SCHEDULE
put WHAT_MC before WHEN TO SCHEDULE
put item 1 of line 11 of JOBS TO BE SCHEDULED & return
after fld bg fld tot_mh of card WHEN TO SCHEDULE & return
put item 3 of line 11 of JOBS TO BE SCHEDULED to fld
after fld bg fld tot_mh of card WHEN TO SCHEDULE
add item 3 of line 11 of JOBS TO BE SCHEDULED to fld
calculated_mh of card WHEN TO SCHEDULE
end repeat
end if
put THE_DATE + 3 into THE_DATE
end repeat
end if --if check char is = C
if TEST_CHAR = "B" then -- 2day scheduled job
if not SORTED then
put fldsortnormal (DAYS_STAT_MH_VAR.1) into DAYS_STAT_MH_VAR
put true into SORTED
end if
put EVERY_2DAY_JOB_GLOBAL + 1 into EVERY_2DAY_JOB_GLOBAL
put (EVERY_2DAY_JOB_GLOBAL mod 2) + 1 into THE_DATE
repeat while THE_DATE <= DAYS_OF_QUARTER
if item 4 of line CHECK_DAY of DAYS_STAT_MH_VAR is in
item 4 of line 11 of JOBS TO BE SCHEDULED then
get the short name of card (item 1 of line
THE DATE of DAYS_STAT_MH_VAR)
& START_DATE = 1) of bg DA_MODEL
put it into WHEN TO SCHEDULE
repeat with MC involved = 1 to the number of words of item 6
of line 11 of JOBS TO BE SCHEDULED
put word MC INVOLVED of item 6 of line 11 of JOBS TO BE SCHEDULED
into WHAT_MC
put offset ("-", WHEN TO SCHEDULE) into OFFSET_COUNT
delete char 1 to (OFFSET_COUNT - 1) of WHEN TO SCHEDULE
put WHAT_MC before WHEN TO SCHEDULE
put item 1 of line 11 of JOBS TO BE SCHEDULED & return
after fld bg fld tot_mh of card WHEN TO SCHEDULE & return
put item 3 of line 11 of JOBS TO BE SCHEDULED to fld
after fld bg fld tot_mh of card WHEN TO SCHEDULE
add item 3 of line 11 of JOBS TO BE SCHEDULED to fld
calculated_mh of card WHEN TO SCHEDULE
end repeat
end if
put THE_DATE + 1 into THE_DATE
end repeat
end if --if check char is = A
-- calculate total mh per day
repeat with DAYS_MH_COUNT = START_DATE to END_DATE
get fld bg fld date of card DAYS_MH_COUNT of bg DA_MODEL
convert it to abbreviated date
put it && " " after card fld days_mh
get fld calculated_mh of card DAYS_MH_COUNT of bg DA_MODEL
put it & return after card fld days_mh
end repeat
--draw graphs
put empty into GRAPH_VAR
repeat with LINE_COUNT = 1 to the number of lines of card days_mh

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    days_mh & return after GRAPH_VAR
  and repeat
  repeat with LINE_COUNT = 1 to the number of lines of GRAPH_VAR
    put transformed_to_screen_X_coordinates (line LINE_COUNT
    of GRAPH_VAR) into line LINE_COUNT of GRAPH_VAR
  and repeat
  choose line tool
  put 264 into PIXEL_COUNT
  put PIXEL_COUNT & "-" & line 1 of GRAPH_VAR into OLD_LOC
  repeat with DAY_COUNT = 2 to the number of lines of GRAPH_VAR
    put PIXEL_COUNT + 2 into PIXEL_COUNT
    put PIXEL_COUNT & "-" & line DAY_COUNT of GRAPH_VAR into NEW_LOC
    drag from OLD_LOC to NEW_LOC
    put NEW_LOC into OLD_LOC
  and repeat
  choose browse tool
  end repeat --for number of work centers
  doMenu "Compact Stack"
end mouseup

***** BKGD 08, BUTTON #3: print_this_fid *****
on mouseDown
  global TRANSFERRED_DATA
  put "MIP 0" into popup
  put return & "MRC 0" after popup
  put return & "MH distribution" after popup
  put return & "Scheduling Information" after popup
  put return & "Unscheduled jobs" after popup
  get HpopMenu (popup, 0, the mouseV, the mouseH)
  if it is not zero then
    put item 1 of it into theline
    if theline = 1 then
      put "fid WC_mips" into print_what
      put "MIP 0 FOR WC:" & fid WC_name & return into temp_label
    end if
    if theline = 2 then
      put "fid WC_mrcs" into print_what
      put "MRC 0 FOR WC:" & fid WC_name & return into temp_label
    end if
    if theline = 3 then
      put "card fid days_mh" into print_what
      put "DAYS/MH DISTRIBUTION FOR WC:" & fid WC_name & return into temp_label
    end if
    if theline = 4 then
      put "fid not scheduled" into print_what
      put "MIP/MRC JOBS NOT SCHEDULED FOR WC:" & fid WC_name & return into temp_label
    end if
    if theline = 5 then
      put "fid info" into print_what
      put "SCHEDULING INFORMATION FOR WC:" & fid WC_name & return
      into temp_label
    end if
    put "PRINTED ON:" & "-" & the date & "-" & the time & return
    & return into TRANSFERRED_DATA
    put "WORK CENTER : " & fid WC_name & return &
    "QUARTER : " & fid quarter to schedule & return &
    "SHIP STATUS : " & fid sh_status & return & return &
    after TRANSFERRED_DATA
    put temp_label & return & return after TRANSFERRED_DATA
    set cursor to 4
    push card
    lock screen
  end repeat
end repeat

go to stack generic fid print
send mouseup to bg button print_me
pop card
unlock screen
put empty into TRANSFERRED_DATA
end if
end mouseDown

***** BACKGROUND 09: DA_model *****
function CLICKLINE
  return trunc((scroll of the target)
  + (item 2 of the clickloc) - (item 2 of the rect of the target)
  ) div the textheight of the target + 1
end CLICKLINE

function NEWCLICKLINE
  return trunc((scroll of fid bg_fid_job_compl_by)
  + (item 2 of the clickloc) - (item 2 of the rect of fid bg_fid_job_compl_by
  ) div the textheight of fid bg_fid_job_compl_by) + 1
end NEWCLICKLINE

on openCard
  hide menuBar
  if fid bg_fid_date = the long date and the highlight of button
  rescheduled is false then
    reschedule
  end if
  end openCard

on reschedule
  show bg button "Rescheduling..."
  lock screen
  put fid bg_fid_date into TEMP_DATE
  put "X" into fid bg_fid_date
  put the id of this card into TEMP_FD
  put fid bg_fid_wc_DA into it
  repeat until fid bg_fid_wc_DA <> it or the highlight of button
  rescheduled is true
  go prev
  end repeat
  if fid bg_fid_wc_DA <> it then
    go next
  end if
  repeat until the id of this card = TEMP_FD
  put empty into MRC_NO_TEMP
  put empty into DAYS_TEMP
  put empty into REP_TEMP
  put empty into REP_DAYS_TEMP
  put 0 into MH_TEMP
  repeat with i = 1 to the number of lines of fid bg_fid_MRC_no
  if line i of fid bg_fid_MRC_no is not empty then
    put line i of fid bg_fid_MRC_no & return after MRC_NO_TEMP
    put line i of fid bg_fid_PMS_days_fed + 1 & return after DAYS_TEMP
    put line i of fid bg_fid_tot_mh & return after MH_TEMP
  end if
  end repeat
  repeat with i = 1 to the number of lines of fid bg_fid_rep_maint
  if line i of fid bg_fid_rep_maint is empty and
  line i of fid bg_fid_rep_maint is not empty then
    put line i of fid bg_fid_rep_maint & return after REP_TEMP
    put line i of fid bg_fid_rep_days_fed + 1 & return after REP_DAYS_TEMP
  end if
  end repeat
end repeat

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on next
  put MRC_NO_TEMP after fid bg fid_MRC_no
  put DAYS_TEMP after fid bg fid_PMS_days_fud
  put MH_TEMP after fid bg fid_tot_mh
  put D into ADD_TEMP
  repeat with jobs = 1 to the number of lines of fid bg fid_tot_mh
    put ADD_TEMP + line jobs of fid bg fid_tot_mh into ADD_TEMP
  end repeat
  put ADD_TEMP into fid calculated_mh
  set the highlight of button rescheduled to true
end repeat
put TEMP_DATE into fid bg fid_date
hide bg button "Rescheduling..."
unlock screen
end reschedule

on activate_Top
  global TARGETLINE
  global NOW_MANY_FIELDS
  global TEMPITEM
  global TEMPLINE
  global GLOBAL_JOB
  global DA_PMS_MENU
  put empty into NOW_MANY_FIELDS
  get HPOpMenu(IDA_PMS_MENU,0,the mouseV,the mouseH)
  if it is not zero then
    put item 1 of it into theline
    put item 2 of it into theitem
    if theline = 1 and theitem = 2 then
      check_job
    end if
    if theline = 1 and theitem = 3 then
      uncheck_job
    end if
    if theline = 1 and theitem = 4 then
      cancel_job
    end if
    if theline = 2 and theitem = 2 then
      new_note
    end if
    if theline = 2 and theitem = 3 then
      see_note
    end if
    if theline = 2 and theitem = 4 then
      see_all_notes
    end if
    if theline = 3 and theitem = 2 then
      lock screen
      push card
      put line TARGETLINE of fid bg fid_MRC_no into DESTINATION
      go to card DESTINATION of stack PMS
      put line 2 of fid data into it
      go to card it of stack log
      unlock screen
    end if
    if theline = 3 and theitem = 3 then
      if line TARGETLINE of fid bg fid_PMS_CNECK = "\326" then
        lock screen
        push card
        put line TARGETLINE of fid bg fid_MRC no 66 "-" 66 line TARGETLINE
        of fid bg fid_comments into GLOBAL_JOB
        put line TARGETLINE of fid bg fid_MRC no into DESTINATION
        show fid bg fid_avall_personel
      end if
    end if
  end if

  go to card DESTINATION of stack PMS
  put line 2 of fid data into it
  put WHEN into line NOW_MANY_LINES + 1 of fid bg fid_date
  put GLOBAL_JOB into line NOW_MANY_LINES + 1 of fid bg fid_remarks
  unlock screen
else
  answer "Job must be completed to be transferred."
end if
end if
if theline = 4 and theitem = 2 then
  set cursor to 4
  push card
  lock screen
  put line TARGETLINE of fid bg fid_MRC_no into DESTINATION
  go to stack PMS
  go to card (item 2 of line binary(mrc_list,DESTINATION) of fid
  mrc_list)
  unlock screen
end if
if theline = 4 and theitem = 3 then
  set cursor to 4
  push card
  lock screen
  put line TARGETLINE of fid bg fid_MRC_no into DESTINATION
  go to stack PMS
  go to card (item 2 of line binary(mrc_list,DESTINATION) of fid
  mrc_list)
  put line 1 of fid data into TEMPPIP
  delete char 1 to 4 of TEMPPIP
  go first
  go to card (item 2 of line binary(mlp_list,TEMPPIP) of fid
  mlp_list)
  unlock screen
end if
if theline = 5 then
  put theitem into TEMPITEM
  put theline into TEMPITEM
  add short_comment
end if
if theline = 6 and theitem = 2 then
  -- set cursor to wait
  set cursor to 4
  -- lock screen to let things roll faster
  lock screen
  -- get MC to look for
  put fid bg fid_MC_DA into TEMP_MC
  -- preserve this card
  push card
  -- find first card of personnel bg
  go to card 1 of bg personnel_bg of stack ship_data
  -- find the desired MC
  find TEMP_MC in fid MC_personnel
  -- get the names of the personnel
  put fid ship_data_name into TEMP_NAMES
  -- go back
  pop card
  -- put the names to personnel fid
  put TEMP_NAMES into fid bg fid_avall_personel
  -- show the personnel names
  show fid bg fid_avall_personel

```

```

-- show close button
show bg button bg_but_close personnel
-- reactivate the screen
unlock screen
end if

if theline = 6 and theitem = 3 then
-- delete the person assigned
put empty into line_CLICKLINE() of fld bg fld job compl by
end if

end if --not zero
end activate_Top

on activate_Bottom
global TARGETLINE
global DA_REP_MAINT_MENU
get HPOcupMenu(IDA_REP_MAINT_MENU,0,the mouseV,the mouseH)
if it is not zero then
put item 1 of it into theline
put item 2 of it into theitem
if theline = 1 and theitem = 2 then
add_repair_job
end if
if theline = 1 and theitem = 3 then
remove_repair_job
end if
if theline = 2 and theitem = 2 then
check_repair_job
end if
if theline = 2 and theitem = 3 then
uncheck_repair_job
end if
if theline = 2 and theitem = 4 then
cancel_repair_job
end if
if theline = 3 and theitem = 2 then
fill_note_repair_job
end if
if theline = 3 and theitem = 3 then
see_note_repair_job
end if
if theline = 3 and theitem = 4 then
see_all_notes
end if
if theline = 4 and theitem = 2 then
do_REP_to_log
end if
if theline = 4 and theitem = 3 then
transfer_REP_to_log
end if
end if

end activate_Bottom

on check_job
global TARGETLINE
if line_TARGETLINE of fld bg fld_MRC_no is not empty then
put "\326- into line_TARGETLINE of fld bg fld_PMS_check
put 0 into PMS_COMPLETED
put 0 into JOBS_TO_DO
repeat with i = 1 to the number of lines of fld bg fld_MRC_no
put JOBS_TO_DO + 1 into JOBS_TO_DO
if line i of fld bg fld_PMS_check = "\326- then
put PMS_COMPLETED + 1 into PMS_COMPLETED
end if
end repeat
end check_job

```

```

put the trunc of (PMS_COMPLETED * 100/JOBS_TO_DO) into fld_completed
end if
end check_job

on unchecked_job
global TARGETLINE
if line TARGETLINE of fld_bg_fld_MRC_no is not empty then
put empty into line TARGETLINE of fld_bg_fld_PMS_check
put empty into line TARGETLINE of fld_bg_fld_comments
put 0 into PMS_COMPLETED
put 0 into JOBS_TO_DO
repeat with i = 1 to the number of lines of fld_bg_fld_MRC_no
put JOBS_TO_DO + 1 into JOBS_TO_DO
if line i of fld_bg_fld_PMS_check = "\326" then
put PMS_COMPLETED + 1 into PMS_COMPLETED
end if
end repeat
put the trunc of (PMS_COMPLETED * 100/JOBS_TO_DO) into fld_completed
end if
end unchecked_job

on cancel_job
global TARGETLINE
if line TARGETLINE of fld_bg_fld_MRC_no is not empty then
if line TARGETLINE of fld_bg_fld_PMS_check is not "\326" then
put "" into line TARGETLINE of fld_bg_fld_PMS_check
else
answer "You may not cancel a completed job."
end if
end if
end cancel_job

on new_note
global TARGETLINE
global HOW_MANY_FIELD
lock screen
if line TARGETLINE of fld_bg_fld_note_id is empty then
--make new fld
put the number of card fields into HOW_MANY_FIELDS --chk # of old flds
put HOW_MANY_FIELDS + 1 into HOW_MANY_FIELDS --add one for new fld
choose field tool
drag from 242,184 to 506,314 with commandkey
--set new field properties
set the style of card field HOW_MANY_FIELDS to scrolling --set style
set the textsize of card field HOW_MANY_FIELDS to 9 --set font size
set the textfont of card field HOW_MANY_FIELDS to Geneva --set font
else
set the locktext of card field HOW_MANY_FIELDS to false
show card field HOW_MANY_FIELDS
end if
--show new buttons
show bg button bg_but_frame
show bg button bg_but_print_note
show bg button bg_but_del_note
show bg button bg_but_close_note
--fill in info
put line TARGETLINE of fld_bg_fld_MRC_no
--
-- the short date is -
put "....."
-- the time & return after card fld HOW_MANY_FIELDS
--
return & return after card fld HOW_MANY_FIELDS
choose browse tool
unlock screen

```

```

end new_note

on see_note
  global TARGETLINE
  --connect to activator
  put line TARGETLINE of fld bg_fld_note_id into it
  if it is not empty then
    show card fld_id it
  --show buttons
  show bg button bg_but_frame
  show bg button bg_but_print_note
  show bg button bg_but_del_note
  show bg button bg_but_close_note
  end if
end see_note

on see_all_notes
  lock_screen
  repeat with i-1 to the number of card fields
    if the visible of card fld i is true then
      answer "You must close the note first..."
      exit see_all_notes
    end if
  end repeat
  hide bg button bg_but_frame
  hide bg button bg_but_print_note
  hide bg button bg_but_del_note
  hide bg button bg_but_close_note
  put empty into fld bg_fld_all_notes
  repeat with i-1 to the number of card fields
    put card fld i after fld bg_fld_all_notes
    repeat with ii-1 to 3
      put return after fld bg_fld_all_notes
    end repeat
  end repeat
  show fld bg_fld_all_notes
  --show buttons
  show bg button bg_but_frame_all_notes
  show bg button bg_but_print_note_all
  show bg button bg_but_close_note_all
  unlock_screen
  end see_all_notes

on add_short_comment
  global templen
  global TEMPLINE
  global DA_PMS_MENU
  global TARGETLINE
  get item templen of line TEMPLINE of DA_PMS_MENU
  if it is "OTHER" then
    set cursor to 4
    ask "Type in a short comment...(30 char max)"
    put it into STRTOCHECK
    put empty into STRSTORAGE
    put empty into FINALSTR
    if length (STRTOCHECK) > 30 then
      answer "String too long...it will be truncated."
      with "CANCEL" or "OK"
        put empty into NEWSTR
        repeat with i-1 to 30
          put char i of STRTOCHECK after NEWSTR
        end repeat
      end repeat
    else
      put STRTOCHECK into FINALSTR
    end if
  else
    put STRTOCHECK into it
    repeat until length(it) < 61
      ask "Edit it please." with it
      put it into FINALSTR
    end repeat
  end if
  put STRTOCHECK into FINALSTR
  put - & FINALSTR & return after fld bg_fld_PER_maint
  end add_repair_job

on remove_repair_job
  answer "Click on the job you want to remove!"
  wait until the mouseclick
  if line clickline() of fld bg_fld_PER check is empty and
  line clickline() of fld bg_fld_PER notes is empty and
  line clickline() of fld bg_fld_PER to_log is empty and
  line clickline() of fld bg_fld_PER_days_fud is empty then
    put quote & "Job #" & clickline() & " will be removed!" & quote
    into ASKSTRING
    answer ASKSTRING with "Cancel" or "Ok"
    if it is "Cancel" then
      exit remove_repair_job
    else
      delete line clickline() of fld bg_fld_rep_maint
      delete line clickline() of fld bg_fld_rep_check
      delete line clickline() of fld bg_fld_rep_notes
      delete line clickline() of fld bg_fld_rep_to_log
      delete line clickline() of fld bg_fld_rep_days_fud
    end if
  else
    answer "Job may not be removed!"
    end if
  end remove_repair_job

```

```

If line TARGETLINE of fld bq fld rep_maint is not empty then
  put "\126" into line TARGETLINE of fld bq fld rep_check
end if
end check_repair_job

on unchecked_repair_job
  global TARGETLINE
  If line TARGETLINE of fld bq fld rep_maint is not empty then
    put empty into line TARGETLINE of fld bq fld rep_check
  end if
end unchecked_repair_job

on transfer_rep_to_log
  global TRANSFER_ME
  global WHEN_DONE
  global TARGETLINE
  If line TARGETLINE of fld bq fld rep_check is "\126" then
    push card
    put line TARGETLINE of fld bq fld rep_maint into TRANSFER_ME
    delete char 1 of TRANSFER_ME
    put fld bq fld date into WHEN_DONE
    convert WHEN_DONE to short date
    go to stack log
    lock screen
    show fld click to set_rep_fld
    show bq button put_it_here
    show bq button exit_transfer_rep
    unlock screen
  else
    answer "Job must be completed to be transferred."
  end if
end transfer_rep_to_log

on go_rep_to_log
  push card
  go to stack log
end go_rep_to_log

on cancel_repair_job
  global TARGETLINE
  If line TARGETLINE of fld bq fld rep_maint is not empty then
    If line TARGETLINE of fld bq fld rep_check is not "\126" then
      put "--" into line TARGETLINE of fld bq fld rep_check
    else
      answer "You may not cancel a completed job."
    end if
  end if
end cancel_repair_job

on fill_note_repair_job
  global TARGETLINE
  global HOW_MANY_FIELDS
  lock screen
  If line TARGETLINE of fld bq fld_note_id_repair is empty then
    --make new fld
    put the number of card fields into HOW_MANY_FIELDS --chk # of old flds
    put HOW_MANY_FIELDS + 1 into HOW_MANY_FIELDS --add one for new fld
    choose field tool
    drag from 242,184 to 506,314 with commandkey
    --set new field properties
    set the style of card field HOW_MANY_FIELDS to scrolling --set style
    set the textsize of card fld HOW_MANY_FIELDS to 9 --set font size
    set the textfont of card fld HOW_MANY_FIELDS to Geneva --set font
  else

```

```

set the locktext of card field HOW_MANY_FIELDS to false
show card field HOW_MANY_FIELDS
end if

--show new buttons
show bq button bq_but_frame
show bq button bq_but_print_note_repair
show bq button bq_but_del_note_repair
show bq button bq_but_close_note_repair
--fill in info
put "REP job # 4 line TARGETLINE of fld bq fld_rep_number"
in " " -- 66 the short date " "
put " "
6 return & return after card fld HOW_MANY_FIELDS
--return to normal
choose browse tool
unlock screen
end fill_note_repair_job

on see_note_repair_job
  global TARGETLINE
  --connect to activator
  put line TARGETLINE of fld bq fld_note_id_repair into it
  If it is not empty then
    show card fld id it
  --show buttons
  show bq button bq_but_frame
  show bq button bq_but_print_note_repair
  show bq button bq_but_del_note_repair
  show bq button bq_but_close_note_repair
end if
end see_note_repair_job

***** BKGD 09, FIELD 01: bq fld_job_compl_by *****
on mouseDown
  global TARGETLINE
  put CLICKLINE() into TARGETLINE
  activate_Top
end mouseDown

***** BKGD 09, FIELD 02: bq fld_MRC_no *****
on mouseDown
  global TARGETLINE
  put empty into TARGETLINE
  put CLICKLINE() into TARGETLINE
  activate_Top
end mouseDown

***** BKGD 09, FIELD 03: bq fld_comments *****
on mouseDown
  global TARGETLINE
  put empty into TARGETLINE
  put CLICKLINE() into TARGETLINE
  select line TARGETLINE of the target
  activate_Top
end mouseDown

***** BKGD 09, FIELD 011: bq fld_rep_maint *****
on mouseDown
  global TARGETLINE
  put CLICKLINE() into TARGETLINE
  put CLICKLINE() into TARGETLINE
  activate_Bottom
end mouseDown

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-- put NEW_FID_ID into line TARGETLINE of fld bg fld_note_id
--show buttons
show bg button bg_but_frame
show bg button bg_but_print_note
show bg button bg_but_del_note
show bg button bg_but_close_note
and if
and see_note

on see_all_notes
lock_screen
repeat with i=1 to the number of card fields
  if the visible of card fld i is true then
    answer "You must close the note first..."
    exit see_all_notes
  end if
end repeat
hide bg button bg_but_frame
hide bg button bg_but_print_note
hide bg button bg_but_del_note
hide bg button bg_but_close_note
put empty into fld bg fld_all_notes
repeat with i=1 to the number of card fields
  put card fld i after fld bg fld_all_notes
  repeat with ii=1 to 3
    put return after fld bg fld_all_notes
  end repeat
end repeat
show fld bg fld_all_notes
--show buttons
show bg button bg_but_frame_all_notes
show bg button bg_but_print_note_all
show bg button bg_but_close_note_all
unlock_screen
end see_all_notes

on add_short_comment
global templen
global TEMPLATE
global menu1
global TARGETLINE
get item templen of line TEMPLATE of menu1
if it is "OTHER" then
  set cursor to 4
  ask "Type in a short comment..."
  put it into STRTOCHECK
  put empty into STRSTORAGE
  put empty into FINALSTR
  put 0 into CHARCOUNT
  put length(STRTOCHECK) into STRLENGTH
  put (STRLENGTH + 8) into STRLENGTH
  if STRLENGTH > 180 then
    answer "String too long...it will be truncated."
    with "CANCEL" or "OK"
  if it is "OK" then
    repeat until (CHARCOUNT > length(STRTOCHECK)) or
      (STRSTORAGE > 170)
      put CHARCOUNT + 1 into CHARCOUNT
    if charToNum of character CHARCOUNT of STRTOCHECK is 77
    or charToNum of character CHARCOUNT of STRTOCHECK is 87
    or charToNum of character CHARCOUNT of STRTOCHECK is 109
    or charToNum of character CHARCOUNT of STRTOCHECK is 119 then
      put (STRSTORAGE + 8) into STRSTORAGE
    put character CHARCOUNT of STRTOCHECK after FINALSTR
  end if
  else
    if fld bg fld_wc_da is not TEMP_MC then
      beep
      answer "String not found"
      exit mouseUp
    else
      if fld bg fld_wc_da is not TEMP_MC then
        beep
        answer "String not found"
        pop card
        exit mouseUp
      else
        exit mouseUp
      end if
    end if
  end if
end mouseUp

..... BKGD 89, BUTTON 82: New Rutton .....
on mouseUp
ask "Search for what?"
if it is empty or it is "CANCEL" then
  exit mouseUp
else
  put it into FIND_WHAT
  put fld bg fld_wc_da into TEMP_MC
  find FIND_WHAT
  if the result is not empty then
    beep
    answer "String not found"
    exit mouseUp
  else
    if fld bg fld_wc_da is not TEMP_MC then
      beep
      answer "String not found"
      pop card
      exit mouseUp
    else
      exit mouseUp
    end if
  end if
end mouseUp

..... BKGD 89, BUTTON 84: Print_DA .....

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```

on mouseUp
  set cursor to 4
  lock screen
  repeat with i = 1 to 5
    if the visible of button i is true then
      put i into STATUS
      exit repeat
    end if
  end repeat
  put fld bg_fld_job_comp by into VAR1
  put fld bg_fld_MRC_no into VAR2
  put fld bg_fld_comments into VAR3
  put fld bg_fld_PMS_days_fed into VAR4
  put fld bg_fld_to_log into VAR5
  put fld bg_fld_note_activator into VAR6
  put fld bg_fld_PMS_check into VAR7
  put fld bg_fld_rep_maint into VAR8
  put fld bg_fld_rep_days_fed into VAR9
  put fld bg_fld_rep_to_log into VAR10
  put fld bg_fld_rep_notes into VAR11
  put fld bg_fld_rep_check into VAR12
  put fld bg_fld_data into VAR13
  put fld bg_fld_wc_DA into VAR14
  put fld calculated_mh into VAR15
  put fld completed into VAR16
  push card
  go to stack DA_report
  put VAR13 into fld date_report
  put VAR14 into fld wc_report
  put VAR1 into fld bg_fld_job_comp by report
  put VAR2 into fld bg_fld_MRC_no_report
  put VAR3 into fld bg_fld_comments_report
  put VAR4 into fld bg_fld_PMS_days_fed_report
  put VAR5 into fld bg_fld_to_log_report
  put VAR6 into fld bg_fld_note_activator_report
  put VAR7 into fld bg_fld_PMS_check_report
  show bg button STATUS
  go next
  put VAR8 into fld bg_fld_rep_maint_report
  put VAR9 into fld bg_fld_rep_days_fed_report
  put VAR10 into fld bg_fld_log_report
  put VAR11 into fld bg_fld_note_report
  put VAR12 into fld bg_fld_rep_check_report
  put VAR15 into fld mh_report
  put VAR16 into fld completed_report
  put the date && " - && the time into fld printed_report
  open printing
  go first
  print all cards
  close printing
  hide bg button STATUS
  pop card
  set cursor to 1
  unlock screen
end mouseUp

***** BKGDND #9, BUTTON #5: LightHouse *****
on mouseUp
  go first
end mouseUp

***** BKGDND #9, BUTTON #6: down *****

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```

add 72 to lt
set the lockscreen to true
set the scroll of fld bg_fld_job_comp by to lt
set the scroll of fld bg_fld_MRC_no to lt
set the scroll of fld bg_fld_comments to lt
set the scroll of fld bg_fld_PMS_days_fed to lt
set the scroll of fld bg_fld_to_log to lt
set the scroll of fld bg_fld_note_activator to lt
set the scroll of fld bg_fld_PMS_check to lt
set the lockscreen to false
end mouseUp

***** BKGDND #9, BUTTON #7: up *****
on mouseUp
  put the scroll of fld bg_fld_PMS_check into lt
  subtract 72 from lt
  if lt < 0 then put 0 into lt
  set the lockscreen to true
  set the scroll of fld bg_fld_job_comp by to lt
  set the scroll of fld bg_fld_MRC_no to lt
  set the scroll of fld bg_fld_comments to lt
  set the scroll of fld bg_fld_PMS_days_fed to lt
  set the scroll of fld bg_fld_to_log to lt
  set the scroll of fld bg_fld_note_activator to lt
  set the scroll of fld bg_fld_PMS_check to lt
  set the lockscreen to false
end mouseUp

***** BKGDND #9, BUTTON #8: New Button *****
on mouseUp
  pop card
end mouseUp

***** BKGDND #9, BUTTON #13: down *****
on mouseUp
  put the scroll of fld bg_fld_rep_check into lt
  add 72 to lt
  set the lockscreen to true
  set the scroll of fld bg_fld_rep_maint to lt
  set the scroll of fld bg_fld_rep_days_fed to lt
  set the scroll of fld bg_fld_log_report to lt
  set the scroll of fld bg_fld_rep_notes to lt
  set the scroll of fld bg_fld_rep_check to lt
  set the scroll of fld bg_fld_rep_number to lt
  set the lockscreen to false
end mouseUp

***** BKGDND #9, BUTTON #14: up *****
on mouseUp
  put the scroll of fld bg_fld_rep_check into lt
  subtract 72 from lt
  if lt < 0 then put 0 into lt
  set the lockscreen to true
  set the scroll of fld bg_fld_rep_maint to lt
  set the scroll of fld bg_fld_rep_days_fed to lt
  set the scroll of fld bg_fld_log_report to lt
  set the scroll of fld bg_fld_rep_notes to lt
  set the scroll of fld bg_fld_rep_check to lt
  set the scroll of fld bg_fld_rep_number to lt
  set the lockscreen to false
end mouseUp

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push card
go to stack "TIM-1"
end mouseUp

..... BKND #9, BUTTON #24: New Button .....
on mouseDown
  put "Click on the line you are interested to act on" into menu1
  get NPopUpMenu(menu1,0,the mouseV,the mouseH)
end mouseDown

..... BKND #9, BUTTON #25: New Button .....
on mouseDown
  put "Click on the line you are interested on" into menu1
  get NPopUpMenu(menu1,0,the mouseV,the mouseH)
end mouseDown

..... BKND #9, BUTTON #26: New Button .....
on mouseDown
  put "Click on the line you are interested on" into menu1
  get NPopUpMenu(menu1,0,the mouseV,the mouseH)
end mouseDown

..... BKND #9, BUTTON #27: New Button .....
on mouseDown
  put "Click on the line you are interested on" into menu1
  get NPopUpMenu(menu1,0,the mouseV,the mouseH)
end mouseDown

..... BKND #9, BUTTON #29: bg_but_close_note .....
on mouseDown
  put "Close Note" into menu1
  get NPopUpMenu(menu1,0,146,241)
end mouseDown

on mouseUp
  global NOW_MANY_FIELDS
  global TARGETLINE
  if the locktext of card fld NOW_MANY_FIELDS is false then
    set the locktext of card fld NOW_MANY_FIELDS to true
    put line TARGETLINE of fld bg_fld_job_comp1 by into SIGN_IT
    ask "Is this the name you want to sign with ?- with SIGN_IT
    put it into SIGN_IT
    --connect to activator
    put the id of card fld NOW_MANY_FIELDS into NEW_FLD_ID --get id
    put NEW_FLD_ID into line TARGETLINE of fld bg_fld_note_id
    put "\126" into line TARGETLINE of fld bg_fld_note_activator
    put "See Attached Notes." into line TARGETLINE of fld bg_fld_comments
    put SIGN_IT after card fld NOW_MANY_FIELDS --sign it
    put return 6 --
    after card fld NOW_MANY_FIELDS
  end if
  --hide new fld
  hide card fld NOW_MANY_FIELDS
  --show new buttons
  hide bg button bg_but_frame
  hide bg button bg_but_print_note
  hide bg button bg_but_del_note
  hide bg button bg_but_close_note
end mouseUp

..... BKND #9, BUTTON #30: bg_but_print_note .....
on mouseDown
  put "Print Note" into menu1
  get NPopUpMenu(menu1,0,146,242)
end mouseUp

on mouseUp
  repeat with i = 1 to the number of card fields
    if the visible of card field i is true then
      put i into THIS_FLD_ID
      put quote & "card field" & THIS_FLD_ID & quote into it
      PrintField it
      exit repeat
    end if
  end repeat
end mouseUp

..... BKND #9, BUTTON #31: bg_but_del_note .....
on mouseDown
  put "Discard Note" into menu1
  get NPopUpMenu(menu1,0,146,234)
end mouseDown

on mouseUp
  global TARGETLINE
  answer "This operation will delete the entire note" with "Discard"
  or "Cancel"
  if it is "Discard" then
    lock screen
    choose field tool
    click at 336,236
    type "x" with commandkey
    hide bg button bg_but_frame
    hide bg button bg_but_print_note
    hide bg button bg_but_del_note
    hide bg button bg_but_close_note
    put empty into line TARGETLINE of fld bg_fld_note_id
    put empty into line TARGETLINE of fld bg_fld_note_activator
    put empty into line TARGETLINE of fld bg_fld_comments
    choose browse tool
    unlock screen
  else
    exit mouseUp
  end if
end mouseUp

..... BKND #9, BUTTON #32: bg_but_print_note_all .....
on mouseDown
  put "Print Note" into menu1
  get NPopUpMenu(menu1,0,17,111)
end mouseDown

on mouseUp
  PrintField ("field bg_fld_all_notes")
end mouseUp

..... BKND #9, BUTTON #33: bg_but_close_note_all .....
on mouseDown
  put "Close Note" into menu1
  get NPopUpMenu(menu1,0,17,111)
end mouseDown

on mouseUp
  hide fld bg_fld_all_notes
  --hide buttons
  hide bg button bg_but_frame_all_notes
  hide bg button bg_but_print_note_all
  hide bg button bg_but_close_note_all
end mouseUp

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end mouseUp

..... BKGDND #9, BUTTON #35: bq_but_close_personel .....
on mouseDown
  put "Hide Personel" into menu1
  get HPopUpMenu(menu1,0,55,225)
end mouseDown

on mouseUp
  lock screen
  hide fld bq_fid_avail_personel
  hide bq button = Available Personel
  hide bq button bq_but_close_personel
  unlock screen
end mouseUp

..... BKGDND #9, BUTTON #38: bq_but_del_note_repair .....
on mouseDown
  put "Discard Note" into menu1
  get HPopUpMenu(menu1,0,146,234)
end mouseDown

on mouseUp
  global TARGETLINE
  answer "This operation will delete the entire note" with "Discard"
  or "Cancel"
  If it is "Discard" then
    lock screen
    choose field tool
    click at 336,236
    type "x" with commandkey
    hide bq button bq_but_frame
    hide bq button bq_but_print_note_repair
    hide bq button bq_but_del_note_repair
    hide bq button bq_but_close_note_repair
    put empty into line TARGETLINE of fld bq_fid_note_id_repair
    put empty into line TARGETLINE of fld bq_fid_BEP_notes
    choose browse tool
    unlock screen
  else
    exit mouseUp
  end if
end mouseUp

..... BKGDND #9, BUTTON #39: bq_but_print_note_repair .....
on mouseDown
  put "Print Note" into menu1
  get HPopUpMenu(menu1,0,146,242)
end mouseDown

on mouseUp
  repeat with i - 1 to the number of card fields
    If the visible of card field i is true then
      put i into THIS_FIELD
      put quote "card field" & THIS_FIELD & quote into it
      printfield it
      exit repeat
    end if
  end repeat
end mouseUp

..... BKGDND #9, BUTTON #40: bq_but_close_note_repair .....
on mouseDown
  get HPopUpMenu(menu1,0,146,241)
end mouseDown

on mouseUp
  global HOW_MANY_FIELDS
  If the locktext of card fld HOW_MANY_FIELDS is false then
    set the locktext of card fld HOW_MANY_FIELDS to true
    put line TARGETLINE of fld bq_fid_job_compl by into SIGN_IT
    ask -Is this the name you want to sign with? with SIGN_IT
    put it into SIGN_IT
    --connect to activator
    put the id of card fld HOW_MANY_FIELDS into NEW_FLD_ID --get id
    put NEW_FLD_ID into line TARGETLINE of fld bq_fid_note_id_repair
    put "\326" into line TARGETLINE of fld bq_fid_BEP_notes
    put SIGN_IT after card fld HOW_MANY_FIELDS --sign it
    put return & "
  after card fld HOW_MANY_FIELDS
  end if
  --hide new fld
  hide card fld HOW_MANY_FIELDS
  --show new buttons
  hide bq button bq_but_frame
  hide bq button bq_but_print_note_repair
  hide bq button bq_but_del_note_repair
  hide bq button bq_but_close_note_repair
end mouseUp

..... BKGDND #10, BUTTON #1: MC Access .....
on mouseUp
  -- suspend screen drawing to speed up execution
  lock screen
  -- hide all check boxes to prepare screen to show the correct ones
  repeat with i - 1 to the number of buttons
    hide button i
  end repeat
  -- Inform the user what mode he is on
  put the short name of me into fld access_to_what
  -- show appropriate check boxes for the requested mode
  show card button "Engineering"
  show card button "E-1"
  show card button "EM01"
  show card button "EM06"
  show card button "E-2"
  show card button "EM02"
  show card button "EM03"
  show card button "EP09"
  show card button "E-3"
  show card button "EM04"
  show card button "EM05"
  show card button "S-1"
  show card button "SS02"
  show card button "Support"
  show card button "S-2"
  show card button "SS06"
  show card button "S-3"
  show card button "SS03"
  show card button "SS05"
  show card button "SS07"
  show card button "S-4"
  show card button "SS01"
  show card button "SS04"
  show card button "SS08"

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show card button "SC-1"
show card button "OC01"
show card button "SC-2"
show card button "OC02"
show card button "SC-3"
show card button "OC03"
show card button "SC-1"
show card button "CS-1"
show card button "CS-2"
show card button "CS-3"
show card button "CS-4"
show card button "CS01"
show card button "CS02"
show card button "CS03"
show card button "CS04"
show card button "CS05"
show card button "CS06"
show card button "CS07"
show card button "CS08"
show card button "CS09"
-- restore screen drawing to the new situation
unlock screen
-- exit event
end mouseUp

..... BKGN0 $10, BUTTON #2: Equip. Log .....
on mouseUp
-- suspend screen drawing to speed up execution
lock screen
-- hide all check boxes to prepare screen to show the correct ones
repeat with i = 1 to the number of buttons
  hide button i
end repeat
-- Inform the user what mode he is on
Put the short name of me into fld access to what
-- show appropriate check boxes for the requested mode
show card button "Enter Today's Data"
show card button "Mfctr Data"
show card button "Modify Mfctr Data"
show card button "Publications"
show card button "Go To Pub"
show card button "Modify Pubs"
show card button "Drawing numbers"
show card button "Go To Drawing"
show card button "Modify Drawings"
show card button "Data"
show card button "Dial Mfctr"
show card button "Remove Data"
show card button "Enter Other Data"
show card button "Remarks"
show card button "Add Data"
show card button "Modify remarks"
-- restore screen to new situation
unlock screen
-- exit event
end mouseUp

..... BKGN0 $10, BUTTON #3: DA Cards .....
on mouseUp
-- suspend screen drawing to speed up execution
lock screen
-- hide all check boxes to prepare screen to show the correct ones
repeat with i = 1 to the number of buttons
  hide button i
end repeat
-- Inform the user what mode he is on
Put the short name of me into fld access to what
-- show appropriate check boxes for the requested mode
show card button "Toolbox Access"
show card button "Toolbox"
show card button "Add more MIP cards"
show card button "Convert MIP-MRC file to stack"
show card button "Empty PMS database"
show card button "MIP-MRC cards in PMS database"
show card button "Delete a MIP set"
show card button "MC responsibility"
-- restore screen to new situation
unlock screen
-- exit event
end mouseUp

..... BKGN0 $10, BUTTON #5: General .....
on mouseUp
-- suspend screen drawing to speed up execution
lock screen

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-- Inform the user what mode he is on
Put the short name of me into fld access to what
-- show appropriate check boxes for the requested mode
show card button "Done"
show card button "Notes"
show card button "Fill"
show card button "Repair Maintenance"
show card button "Check Job"
show card button "PMS Menu"
show card button "Cancel check"
show card button "Cancel PMS Job"
show card button "See"
show card button "See all"
show card button "Go DA"
show card button "Equipment log DA"
show card button "Go to log"
show card button "Add job to log"
show card button "Comment"
show card button "MRC card"
show card button "MIP card"
show card button "Personnel"
show card button "Assign job"
show card button "Rmv person"
show card button "Arrange repair job"
show card button "Add a job"
show card button "Delete a job"
show card button "Transfer a job"
show card button "Check repair job"
show card button "Done repair"
show card button "Cancel check repair"
show card button "Cancel repair job"
-- restore screen to new situation
unlock screen
-- exit event
end mouseUp

..... BKGN0 $10, BUTTON #4: Toolbox .....
on mouseUp
-- suspend screen drawing to speed up execution
lock screen
-- hide all check boxes to prepare screen to show the correct ones
repeat with i = 1 to the number of buttons
  hide button i
end repeat
-- Inform the user what mode he is on
Put the short name of me into fld access to what
-- show appropriate check boxes for the requested mode
show card button "Toolbox Access"
show card button "Toolbox"
show card button "Add more MIP cards"
show card button "Convert MIP-MRC file to stack"
show card button "Empty PMS database"
show card button "MIP-MRC cards in PMS database"
show card button "Delete a MIP set"
show card button "MC responsibility"
-- restore screen to new situation
unlock screen
-- exit event
end mouseUp

..... BKGN0 $10, BUTTON #5: General .....
on mouseUp
-- suspend screen drawing to speed up execution
lock screen

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-- hide all check boxes to prepare screen to show the correct ones
repeat with i = 1 to the number of buttons
  hide button i
end repeat

-- Inform the user what mode he is on
Put the short name of me into fld access to what
-- show appropriate check boxes for the requested mode
show card button "General"
show card button "Password"
show card button "Add new member"
show card button "Remove a member"
show card button "Change member's access"
show card button "Change my password"
show card button "Spot checks"
show card button "For entire ship"
show card button "For one WC"
show card button "Print"
show card button "Today's DA cards - all"
show card button "Today's DA card - 1 WC"
show card button "HIP card print"
show card button "MRC card print"
show card button "Log card print"
show card button "Reports & messages"
show card button "A done diagram - 1 WC"
show card button "A done diagram - all WC"
show card button "Navy message"
show card button "Ext. rep req"
show card button "Go"
show card button "HIP card go"
show card button "MRC card go"
show card button "Log card go"
show card button "Bar coded label"
show card button "Schedule"
show card button "Next quarter"
show card button "Equipment log"
show card button "Add entry"
show card button "Del entry"
-- restore screen to new situation
unlock screen
-- exit event
end mouseUp

----- BKND #10, BUTTON #6: Set_me -----
on mouseUp
-- check whether it is a new card or a revised one
If the short name of this stack is "Password stack" then
-- If it is a revised one...
  go to card 2 of stack "PMS_driver"
else
-- If it is a new member...
  lock screen
  -- lock the screen to make things faster
  doMenu "Cut Card"
  go to the password stack
  go to last card of stack "Password stack"
  -- place it there
  doMenu "Paste Card"
  -- compact the stack to reduce its size
  doMenu "Compact Stack"
  --return to the PMS_driver
  go to card 2 of stack "PMS_driver"
  -- reset the screen
end mouseUp

----- BKND #10, BUTTON #7: delete_me -----
on mouseUp
-- ask the user to verify that he really wants to remove this card
answer "Are you sure?" with "Ok" or "Cancel"
-- If he does...
If it is "Ok" then
  -- lock the screen to make things ran faster
  lock screen
  -- throw the card away
  doMenu "Delete Card"
  -- compact the stack to give back to the system the space taken from this card
  doMenu "Compact Stack"
  --return to the driver
  go to card 2 of stack "PMS_driver"
  -- reset the screen
  unlock screen
else
  -- forget it...
  exit mouseUp
end if
end mouseUp

----- BKND #10, BUTTON #8: print_me -----
on mouseUp
-- suspend screen drawing to speed up execution
lock screen
-- show General menus
send mouseup to bg button "General"
-- ...and print them
print this card
-- show WC Access menus
send mouseup to bg button "WC Access"
-- ...and print them
print this card
-- show "Equip. Log" menus
send mouseup to bg button "Equip. Log"
-- ...and print them
print this card
-- show "DA Cards" menus
send mouseup to bg button "DA Cards"
-- ...and print them
print this card
-- show Toolbox menus
send mouseup to bg button "Toolbox"
-- ...and print them
print this card
-- show General menus to restore original condition
send mouseup to bg button "General"
-- restore screen
unlock screen
-- exit event
end mouseUp

----- BKND #10, BUTTON #9: do_it -----
on mouseUp
global DRIV_GENERAL_MENU
global DRIV_ENGINEERING_MENU
global DRIV_SUPPORT_MENU
global NAVY_SUPPORT_MENU

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global LOG_MFCTR_DATA_MENU
global LOG_PURS_MENU
global LOG_DRWG_NUM_MENU
global LOG_DATE_MENU
global LOG_REMARK_MENU
global DA_PMS_MENU
global DA_REP_MAINT_MENU
-- check if the hllite of card button "MRC card print" is true to
-- make this menu option available
if the hllite of card button "MRC card print" then
  delete char 1 of item 5 of line 6 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "Password" is true to
-- make this menu option available
if the hllite of card button "Password" then
  delete char 1 of item 1 of line 1 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "Add new member" is true to
-- make this menu option available
if the hllite of card button "Add new member" then
  delete char 1 of item 2 of line 1 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "Remove a member" is true to
-- make this menu option available
if the hllite of card button "Remove a member" then
  delete char 1 of item 3 of line 1 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "Change member's access" is true to
-- make this menu option available
if the hllite of card button "Change member's access" then
  delete char 1 of item 4 of line 1 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "Change my password" is true to
-- make this menu option available
if the hllite of card button "Change my password" then
  delete char 1 of item 5 of line 1 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "Spot checks" is true to
-- make this menu option available
if the hllite of card button "Spot checks" then
  delete char 1 of item 1 of line 4 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "For entire ship" is true to
-- make this menu option available
if the hllite of card button "For entire ship" then
  delete char 1 of item 2 of line 4 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "For one WC" is true to
-- make this menu option available
if the hllite of card button "For one WC" then
  delete char 1 of item 3 of line 4 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "Print" is true to
-- make this menu option available
if the hllite of card button "Print" then
  delete char 1 of item 1 of line 6 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "Today's DA cards - all" is true to
-- make this menu option available
if the hllite of card button "Today's DA cards - all" then
  delete char 1 of item 2 of line 6 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "Today's DA card - 1 WC" is true to
-- make this menu option available

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if the hllite of card button "Today's DA card - 1 WC" then
  delete char 1 of item 3 of line 6 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "MIP card print" is true to
-- make this menu option available
if the hllite of card button "MIP card print" then
  delete char 1 of item 4 of line 6 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "Log card print" is true to
-- make this menu option available
if the hllite of card button "Log card print" then
  delete char 1 of item 6 of line 6 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "Reports & messages" is true to
-- make this menu option available
if the hllite of card button "Reports & messages" then
  delete char 1 of item 1 of line 3 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "% done diagram - 1 WC" is true to
-- make this menu option available
if the hllite of card button "% done diagram - 1 WC" then
  delete char 1 of item 2 of line 3 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "% done diagram - all WC" is true to
-- make this menu option available
if the hllite of card button "% done diagram - all WC" then
  delete char 1 of item 3 of line 3 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "Navy message" is true to
-- make this menu option available
if the hllite of card button "Navy message" then
  delete char 1 of item 5 of line 3 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "Ext. rep req" is true to
-- make this menu option available
if the hllite of card button "Ext. rep req" then
  delete char 1 of item 6 of line 3 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "Schedule" is true to
-- make this menu option available
if the hllite of card button "Schedule" then
  delete char 1 of item 1 of line 2 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "Next quarter" is true to
-- make this menu option available
if the hllite of card button "Next quarter" then
  delete char 1 of item 2 of line 2 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "Go" is true to
-- make this menu option available
if the hllite of card button "Go" then
  delete char 1 of item 1 of line 5 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "MRC card go" is true to
-- make this menu option available
if the hllite of card button "MRC card go" then
  delete char 1 of item 2 of line 5 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "MIP card go" is true to
-- make this menu option available
if the hllite of card button "MIP card go" then
  delete char 1 of item 3 of line 5 of DRV_GENERAL_MENU
end if
-- check if the hllite of card button "navy message" is true to
-- make this menu option available

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end if
-- check if the hllite of card button "SC-1" is true to
-- make this menu option available
if the hllite of card button "SC-1" then
  delete char 1 of item 1 of line 1 of DRIV_SHIP_CONTROL_MENU
end if
-- check if the hllite of card button "OC01" is true to
-- make this menu option available
if the hllite of card button "OC01" then
  delete char 1 of item 2 of line 1 of DRIV_SHIP_CONTROL_MENU
end if
-- check if the hllite of card button "SC-2" is true to
-- make this menu option available
if the hllite of card button "SC-2" then
  delete char 1 of item 1 of line 2 of DRIV_SHIP_CONTROL_MENU
end if
-- check if the hllite of card button "OC02" is true to
-- make this menu option available
if the hllite of card button "OC02" then
  delete char 1 of item 2 of line 2 of DRIV_SHIP_CONTROL_MENU
end if
-- check if the hllite of card button "SC-3" is true to
-- make this menu option available
if the hllite of card button "SC-3" then
  delete char 1 of item 3 of line 3 of DRIV_SHIP_CONTROL_MENU
end if
-- check if the hllite of card button "OC03" is true to
-- make this menu option available
if the hllite of card button "OC03" then
  delete char 1 of item 2 of line 3 of DRIV_SHIP_CONTROL_MENU
end if
-- check if the hllite of card button "CS-1" is true to
-- make this menu option available
if the hllite of card button "CS-1" then
  delete char 1 of item 1 of line 1 of DRIV_COMBAT_SYS_MENU
end if
-- check if the hllite of card button "CS01" is true to
-- make this menu option available
if the hllite of card button "CS01" then
  delete char 1 of item 2 of line 1 of DRIV_COMBAT_SYS_MENU
end if
-- check if the hllite of card button "CS02" is true to
-- make this menu option available
if the hllite of card button "CS02" then
  delete char 1 of item 3 of line 1 of DRIV_COMBAT_SYS_MENU
end if
-- check if the hllite of card button "CS-2" is true to
-- make this menu option available
if the hllite of card button "CS-2" then
  delete char 1 of item 1 of line 2 of DRIV_COMBAT_SYS_MENU
end if
-- check if the hllite of card button "CS03" is true to
-- make this menu option available
if the hllite of card button "CS03" then
  delete char 1 of item 2 of line 2 of DRIV_COMBAT_SYS_MENU
end if
-- check if the hllite of card button "CS-3" is true to
-- make this menu option available
if the hllite of card button "CS-3" then
  delete char 1 of item 3 of line 3 of DRIV_COMBAT_SYS_MENU
end if
-- check if the hllite of card button "CS04" is true to
-- make this menu option available
if the hllite of card button "CS04" then

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  delete char 1 of item 2 of line 3 of DRIV_COMBAT_SYS_MENU
end if
-- check if the hllite of card button "CS05" is true to
-- make this menu option available
if the hllite of card button "CS05" then
  delete char 1 of item 3 of line 1 of DRIV_COMBAT_SYS_MENU
end if
-- check if the hllite of card button "CS06" is true to
-- make this menu option available
if the hllite of card button "CS06" then
  delete char 1 of item 4 of line 3 of DRIV_COMBAT_SYS_MENU
end if
-- check if the hllite of card button "CS-4" is true to
-- make this menu option available
if the hllite of card button "CS-4" then
  delete char 1 of item 1 of line 4 of DRIV_COMBAT_SYS_MENU
end if
-- check if the hllite of card button "CS07" is true to
-- make this menu option available
if the hllite of card button "CS07" then
  delete char 1 of item 2 of line 4 of DRIV_COMBAT_SYS_MENU
end if
-- check if the hllite of card button "CS08" is true to
-- make this menu option available
if the hllite of card button "CS08" then
  delete char 1 of item 3 of line 4 of DRIV_COMBAT_SYS_MENU
end if
-- check if the hllite of card button "CS09" is true to
-- make this menu option available
if the hllite of card button "CS09" then
  delete char 1 of item 4 of line 4 of DRIV_COMBAT_SYS_MENU
end if
-- check if the hllite of card button "Enter today's date" is true to
-- make this menu option available
if the hllite of card button "Enter today's date" then
  delete char 1 of item 1 of line 1 of LOG_DATE_MENU
end if
-- check if the hllite of card button "Go to pub" is true to
-- make this menu option available
if the hllite of card button "Go to pub" then
  delete char 1 of item 1 of line 1 of LOG_PUBS_MENU
end if
-- check if the hllite of card button "Modify pubs" is true to
-- make this menu option available
if the hllite of card button "Modify pubs" then
  delete char 1 of item 1 of line 2 of LOG_PUBS_MENU
end if
-- check if the hllite of card button "Go to drawing" is true to
-- make this menu option available
if the hllite of card button "Go to drawing" then
  delete char 1 of item 1 of line 1 of LOG_DRWG_NUM_MENU
end if
-- check if the hllite of card button "Modify drawings" is true to
-- make this menu option available
if the hllite of card button "Modify drawings" then
  delete char 1 of item 1 of line 2 of LOG_DRWG_NUM_MENU
end if
-- check if the hllite of card button "Dial mfctr" is true to
-- make this menu option available
if the hllite of card button "Dial mfctr" then
  delete char 1 of item 1 of line 1 of LOG_MFCTR_DATA_MENU
end if
-- check if the hllite of card button "Remove date" is true to
-- make this menu option available

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If the hllite of card button "Remove data" then
  delete char 1 of item 1 of line 2 of LOG_DATE_MENU
end if
-- check if the hllite of card button "Enter other data" is true to
-- make this menu option available
If the hllite of card button "Enter other data" then
  delete char 1 of item 1 of line 3 of LOG_DATE_MENU
end if
-- check if the hllite of card button "Add data" is true to
-- make this menu option available
If the hllite of card button "Add data" then
  delete char 1 of item 1 of line 1 of LOG_REMARK_MENU
end if
-- check if the hllite of card button "Modify remarks" is true to
-- make this menu option available
If the hllite of card button "Modify remarks" then
  delete char 1 of item 1 of line 2 of LOG_REMARK_MENU
end if
-- check if the hllite of card button "Modify mfctr data" is true to
-- make this menu option available
If the hllite of card button "Modify mfctr data" then
  delete char 1 of item 1 of line 2 of LOG_MFCTR_DATA_MENU
end if
-- check if the hllite of card button "Check job" is true to
-- make this menu option available
If the hllite of card button "Check job" then
  delete char 1 of item 1 of line 1 of DA_PMS_MENU
end if
-- check if the hllite of card button "Done" is true to
-- make this menu option available
If the hllite of card button "Done" then
  delete char 1 of item 2 of line 1 of DA_PMS_MENU
end if
-- check if the hllite of card button "Cancel check" is true to
-- make this menu option available
If the hllite of card button "Cancel check" then
  delete char 1 of item 3 of line 1 of DA_PMS_MENU
end if
-- check if the hllite of card button "Cancel PMS job" is true to
-- make this menu option available
If the hllite of card button "Cancel PMS job" then
  delete char 1 of item 4 of line 1 of DA_PMS_MENU
end if
-- check if the hllite of card button "Arrange repair job" is true to
-- make this menu option available
If the hllite of card button "Arrange repair job" then
  delete char 1 of item 1 of line 1 of DA_REP_MAINT_MENU
end if
-- check if the hllite of card button "Add a job" is true to
-- make this menu option available
If the hllite of card button "Add a job" then
  delete char 1 of item 2 of line 1 of DA_REP_MAINT_MENU
end if
-- check if the hllite of card button "Delete a job" is true to
-- make this menu option available
If the hllite of card button "Delete a job" then
  delete char 1 of item 3 of line 1 of DA_REP_MAINT_MENU
end if
-- check if the hllite of card button "Transfer a job" is true to
-- make this menu option available
If the hllite of card button "Transfer a job" then
  delete char 1 of item 4 of line 1 of DA_REP_MAINT_MENU
end if

-- make this menu option available
If the hllite of card button "Notes" then
  delete char 1 of item 1 of line 2 of DA_PMS_MENU
end if
-- check if the hllite of card button "Fill" is true to
-- make this menu option available
If the hllite of card button "Fill" then
  delete char 1 of item 2 of line 2 of DA_PMS_MENU
end if
-- check if the hllite of card button "See" is true to
-- make this menu option available
If the hllite of card button "See" then
  delete char 1 of item 3 of line 2 of DA_PMS_MENU
end if
-- check if the hllite of card button "See all" is true to
-- make this menu option available
If the hllite of card button "See all" then
  delete char 1 of item 4 of line 2 of DA_PMS_MENU
end if
-- check if the hllite of card button "Equipment log DA" is true to
-- make this menu option available
If the hllite of card button "Equipment log" then
  delete char 1 of item 1 of line 3 of DA_PMS_MENU
end if
-- check if the hllite of card button "Go to log" is true to
-- make this menu option available
If the hllite of card button "Go to log" then
  delete char 1 of item 2 of line 3 of DA_PMS_MENU
end if
-- check if the hllite of card button "Add job to log" is true to
-- make this menu option available
If the hllite of card button "Add job to log" then
  delete char 1 of item 3 of line 3 of DA_PMS_MENU
end if
-- check if the hllite of card button "Check repair job" is true to
-- make this menu option available
If the hllite of card button "Check repair job" then
  delete char 1 of item 1 of line 2 of DA_REP_MAINT_MENU
end if
-- check if the hllite of card button "Done repair" is true to
-- make this menu option available
If the hllite of card button "Done repair" then
  delete char 1 of item 2 of line 2 of DA_REP_MAINT_MENU
end if
-- check if the hllite of card button "Cancel check repair" is true to
-- make this menu option available
If the hllite of card button "Cancel check repair" then
  delete char 1 of item 3 of line 2 of DA_REP_MAINT_MENU
end if
-- check if the hllite of card button "Cancel repair job" is true to
-- make this menu option available
If the hllite of card button "Cancel repair job" then
  delete char 1 of item 4 of line 2 of DA_REP_MAINT_MENU
end if
-- check if the hllite of card button "Personnel" is true to
-- make this menu option available
If the hllite of card button "Personnel" then
  delete char 1 of item 1 of line 6 of DA_PMS_MENU
end if
-- check if the hllite of card button "Assign job" is true to
-- make this menu option available
If the hllite of card button "Assign job" then
  delete char 1 of item 2 of line 6 of DA_PMS_MENU
end if

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-- check if the hilite of card button "Rmv person" is true to
-- make this menu option available
if the hilite of card button "Rmv person" then
  delete char 1 of item 3 of line 6 of DA_PMS_MENU
end if

-- check if the hilite of card button "Comment" is true to
-- make this menu option available
if the hilite of card button "Comment" then
  delete char 1 of item 1 of line 5 of DA_PMS_MENU
end if

-- check if the hilite of card button "MPC card" is true to
-- make this menu option available
if the hilite of card button "MPC card" then
  delete char 1 of item 2 of line 4 of DA_PMS_MENU
end if

-- check if the hilite of card button "MIP card" is true to
-- make this menu option available
if the hilite of card button "MIP card" then
  delete char 1 of item 3 of line 4 of DA_PMS_MENU
end if

-- check if the hilite of card button "Go DA" is true to
-- make this menu option available
if the hilite of card button "Go DA" then
  delete char 1 of item 1 of line 4 of DA_PMS_MENU
end if

-- check if the hilite of card button "Toolbox" is true to
-- make this menu option available
if the hilite of card button "Toolbox" then
  delete char 1 of item 1 of line 7 of DRV_GENERAL_MENU
end if

-- check if the hilite of card button "Add more MIP cards" is true to
-- make this menu option available
if the hilite of card button "Add more MIP cards" then
  delete char 1 of item 2 of line 7 of DRV_GENERAL_MENU
end if

-- check if the hilite of card button "Convert MIP-MPC file to stack" is true to
-- make this menu option available
if the hilite of card button "Convert MIP-MPC file to stack" then
  delete char 1 of item 3 of line 7 of DRV_GENERAL_MENU
end if

-- check if the hilite of card button "Empty PMS database" is true to
-- make this menu option available
if the hilite of card button "Empty PMS database" then
  delete char 1 of item 4 of line 7 of DRV_GENERAL_MENU
end if

-- check if the hilite of card button "MIP-MPC cards in PMS database" is true to
-- make this menu option available
if the hilite of card button "MIP-MPC cards in PMS database" then
  delete char 1 of item 5 of line 7 of DRV_GENERAL_MENU
end if

-- check if the hilite of card button "Delete a MIP set" is true to
-- make this menu option available
if the hilite of card button "Delete a MIP set" then
  delete char 1 of item 6 of line 7 of DRV_GENERAL_MENU
end if

-- check if the hilite of card button "WC responsibility" is true to
-- make this menu option available
if the hilite of card button "WC responsibility" then
  delete char 1 of item 7 of line 7 of DRV_GENERAL_MENU
end if

set the lockMessages to true
go to card PMS_driver_crd1 of stack "PMS_driver"
unlock screen
end mouseUp

***** AKGND #12, BUTTON #3: LightMouse *****
on mouseUp
  go first
end mouseUp

***** AKGND #12, BUTTON #4: New Button *****
on mouseUp
  if the id of this card = the id of last card then
    answer "This is the last card of this Quarter."
  else
    go next
  end if
end mouseUp

***** AKGND #12, BUTTON #5: New Button *****
on mouseUp
  go prev
end mouseUp

***** AKGND #12, BUTTON #6: New Button *****
on mouseUp
  pop card
end mouseUp

***** AKGND #12, BUTTON #7: bg_but_create_DA_cards *****
on mouseUp
  answer "Schedule PMS jobs for this quarter 7" with
  "Cancel" or "OK"
  if it is "OK" then
    answer "This operation takes a couple of hours..." with "Cancel" or "Continue"
  if it is "Cancel" then
    exit mouseUp
  else
    answer "Automatic rescheduling active 7" with "Active" or "Inactive"
    if it is "Active" then
      put true into RFSCN
    else
      put false into RFSCN
    end if
    show card fld show shut_down
    wait until the mouseClick
    hide card fld show shut_down
  end if
  push card
  -- Create new stack with automatic
  go to card automatic_sched_stat of stack templates
  doMenu "Copy Card"
  doMenu "New Stack..."
  doMenu "Paste Card"
  go first
  doMenu "Delete Card"
  --fill in Quarter after ovhl - Ship status - Cumulative 0
  push card
  go to stack ship data
  put card fld crd quart_apt_ovhl into Q_TRANSFER
  if the visible of button active then
    put "active" into STATUS_TRANSFER
  else
    put "inactive" into STATUS_TRANSFER
  end if
  put card fld Cumulative_Quarter + 1 into card fld Cumulative_Quarter
  put card fld Cumulative_Quarter into CUMULATIVE_TRANSFER
end mouseUp

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--fill in work center names & MIP for each work center
repeat with i = 1 to the number of cards of bg responsibility_bg
  go to stack ship_data
  go to card i of bg responsibility_bg
  put fld WC_resp into VAR1
  put fld MIP_no_resp into VAR2
  pop card
  doMenu "Paste Card"
  put Q_TRANSFER into fld Q_after_nohl
  put CUMULATIVE_TRANSFER into fld cumul_quarter
  put STATUS_TRANSFER into fld sh_status
  put VAR1 into fld WC_name
  put VAR2 into fld WC_mips
  push card
  end repeat
  go first
  doMenu "Delete Card"
  --empty variables to reserve memory
  put empty into CUMULATIVE_TRANSFER
  put empty into VAR1
  put empty into VAR2
  --- fill in all the MRC numbers
  repeat with i = 1 to the number of cards of bg schedule_page1
    go to card i of bg schedule_page1
    repeat with ii = 1 to the number of lines of fld WC_mips
      push card
      put line ii of fld WC_mips into TEMP_MIP
      put TEMP_MIP & "-" into TEMP_MIP_TO_GO
      go to card TEMP_MIP_TO_GO of stack PMS
      if the result is not empty then
        pop card
        put TEMP_MIP & "-": MIP not in the PMS DB & return
        after fld not_scheduled
      else
        if STATUS_TRANSFER = "active" then
          put fld MRC_of_this_MIP_active into MIP_DATA
        else
          put fld MRC_of_this_MIP_inactive into MIP_DATA
        end if
        pop card
        put MIP_DATA & return after fld WC_mrcs
        end if
      end repeat
    -- clean up empty lines
    repeat with ii = the number of lines of fld WC_mrcs down to 1
      if line ii of fld WC_mrcs is empty then
        delete line ii of fld WC_mrcs
      end if
    end repeat
    -- clean up WC_mrcs field from extra spaces at beginning
    repeat with ii = 1 to the number of lines of fld WC_mrcs
      if char i of line ii of fld WC_mrcs = " " then
        delete char i of line ii of fld WC_mrcs
      end if
    end repeat
    end repeat
  --empty variables to reserve memory
  put empty into TEMP_MIP
  put empty into MIP_DATA
  ---fill in the info field for all MRCs found
  repeat with i = 1 to the number of cards of bg schedule_page1
    go to card i of bg schedule_page1
    push card
    put empty into INFO_VAR
    repeat with ii = 1 to the number of lines of fld info
      put empty into INIT_DEST
      repeat with iii = 1 to the number of lines of fld rel_maint
        if TEMP_REL = "None" then
          put "N" into RELATIVES
        else
          put line iii of fld rel_maint & --- after RELATIVES
          end if
          end repeat
          --form work centers involved
          put empty into INVOLVED
          repeat with iii = 1 to the number of lines of fld other WC_involved
            put line iii of fld other WC_involved into TEMP_INV
            put line iii of fld other WC_involved & "-" after INVOLVED
          end repeat
          put INIT_DEST & "-" & line i of fld periodicity & "-" & fld MH
          & "-" & VISIBLE_BUTTONS & "-" & RELATIVES & "-"
          & INVOLVED & return into TRANSFER
          put TRANSFER after INFO_VAR
        end if
      end repeat
    pop card
    put NOT_FOUND_MRC_VAR after fld not_scheduled
    put INFO_VAR into fld info
  end repeat
  --empty variables to reserve memory
  put empty into MRC_VAR
  put empty into NOT_FOUND_MRC_VAR
  put empty into INFO_VAR
  put empty into INIT_DEST
  put empty into DEST
  put empty into VISIBLE_BUTTONS
  put empty into RELATIVES
  put empty into TRANSFER
  --do the sorting
  if STATUS_TRANSFER = "active" then
    repeat with i = 1 to the number of cards of bg schedule_page1
      go to card i of bg schedule_page1
      repeat with ii = 1 to the number of lines of fld info
        put empty into INFO_VAR
        repeat with iii = 1 to the number of lines of fld other WC_involved
          go to card iii of fld other WC_involved
          put empty into INIT_DEST
          put empty into DEST
          put empty into VISIBLE_BUTTONS
          put empty into RELATIVES
          put empty into TRANSFER
        end repeat
      end repeat
    end repeat
  end repeat

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if char 1 of TEST_ITEM = "D" then
  put "A" into item 2 of line 11 of fld info
  next repeat
end if
if char 1 of TEST_ITEM = "2" and char 2 of TEST_ITEM = "D" then
  put "R" into item 2 of line 11 of fld info
  next repeat
end if
if char 1 of TEST_ITEM = "3" and char 2 of TEST_ITEM = "D" then
  put "C" into item 2 of line 11 of fld info
  next repeat
end if
if char 1 of TEST_ITEM = "W" then
  put "D" into item 2 of line 11 of fld info
  next repeat
end if
if char 1 of TEST_ITEM = "2" and char 2 of TEST_ITEM = "W" then
  put "E" into item 2 of line 11 of fld info
  next repeat
end if
if char 1 of TEST_ITEM = "M" then
  put "F" into item 2 of line 11 of fld info
  next repeat
end if
if char 1 of TEST_ITEM = "2" and char 2 of TEST_ITEM = "M" then
  put "G" into item 2 of line 11 of fld info
  next repeat
end if
if char 1 of TEST_ITEM = "O" then
  put "H" into item 2 of line 11 of fld info
  next repeat
end if
if char 1 of TEST_ITEM = "5" then
  put "I" into item 2 of line 11 of fld info
  next repeat
end if
if char 1 of TEST_ITEM = "A" then
  put "J" into item 2 of line 11 of fld info
  next repeat
end if
if char 1 to 2 of TEST_ITEM = "18" then
  put "K" into item 2 of line 11 of fld info
  next repeat
end if
if char 1 to 2 of TEST_ITEM = "24" then
  put "L" into item 2 of line 11 of fld info
  next repeat
end if
if char 1 to 2 of TEST_ITEM = "30" then
  put "M" into item 2 of line 11 of fld info
  next repeat
end if
if char 1 to 2 of TEST_ITEM = "36" then
  put "N" into item 2 of line 11 of fld info
  next repeat
end if
if char 1 to 2 of TEST_ITEM = "48" then
  put "O" into item 2 of line 11 of fld info
  next repeat
end if
if char 1 to 2 of TEST_ITEM = "54" then
  put "P" into item 2 of line 11 of fld info
  next repeat
end if

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if char 1 to 2 of TEST_ITEM = "60" then
  put "Q" into item 2 of line 11 of fld info
  next repeat
end if
if char 1 of TEST_ITEM = "U" then
  put item 1 of line 11 of fld
  info 66 " Unscheduled Maintenance Job"
  6 return after fld not scheduled
  next repeat
end if
if char 1 of TEST_ITEM = "R" then
  put item 1 of line 11 of fld
  info 66 " Situation Requirement Job"
  6 return after fld not scheduled
  next repeat
end if
put fieldsort (fld info,2) into fld info
end repeat
end if
push card --Automatic Scheduling
--empty variables to reserve memory
put empty into TEST_ITEM
-- CREATE DAS
go to card daily activ card of stack templates
doMenu "Copy Card"
pop card
doMenu "Paste Card"
push card --1st DA card in Automatic Stack
push card --1st DA card in Automatic Stack
--Find out how many Work Centers are there
put the number of cards - 1 into DEV_CARDS
--PREPARE NEW STACK'S NAME
go to last card of stack planning
put character 1 to 3 of word 1 of fld bg fld_month_year 66
word 2 of fld bg fld_month_year into temp2
go prev
go prev
put "DA" 66 character 1 to 3 of word 1 of fld bg fld_month_year
6 -- 6 temp2 into NEW_STACK_NAME
--GET INFO LOOP ----- PREPARE VARIABLES
repeat with count1 = 1 to 3 --for 3 months
  repeat with count2 = 1 to 37 --the # of boxes
    put ROX_COUNT into TEMP_BOX_COUNT
    if TEMP_BOX_COUNT > 6 and TEMP_BOX_COUNT < 29 then
      put "bg fld date full - 6 ROX_COUNT into WHAT_DAY
      put fld WHAT_DAY into TEMP_DAY
      put TEMP_DAY 6 return after TEMP_DAY_SHORT_VAR
      convert TEMP_DAY to long date
      put TEMP_DAY 6 return after LONG_DATE_VAR
      repeat with COUNT_BUTTON = (IBOX_COUNT * 5) - 41 to (IBOX_COUNT * 5)
        if the visible of button COUNT_BUTTON is true then
          put (COUNT_BUTTON mod 5) into WHAT_BUTTON
          if WHAT_BUTTON = 0 then
            put 5 into WHAT_BUTTON
          end if
          put WHAT_BUTTON 6 return after WHAT_BUTTON_VAR
          exit repeat
        end if
      end repeat
    else
      if TEMP_BOX_COUNT > 28 then

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put (TEMP_BOX_COUNT - 22) into TEMP_BOX_COUNT
end if
if the visible of card fld TEMP_BOX_COUNT is false then
  put "bg fld date full" & BOX_COUNT into WHAT_DAY
  put fld WHAT_DAY into TEMP_DAY
  put TEMP_DAY & return after TEMP_DAY_SHORT_VAR
  convert TEMP_DAY to long date
  put TEMP_DAY & return after LONG_DATE_VAR
  repeat with COUNT_BUTTON = (BOX_COUNT * 5) - 4 to (BOX_COUNT * 5)
    if the visible of button COUNT_BUTTON is true then
      put (COUNT_BUTTON mod 5) into WHAT_BUTTON
      if WHAT_BUTTON = 0 then
        put 5 into WHAT_BUTTON
      end if
      put WHAT_BUTTON & return after WHAT_BUTTON_VAR
    end if
  end repeat
end if
--empty variables to reserve memory
pop card -- automatic scheduling stack
put the number of cards - 1 into NUMBER_OF_MC
put empty into MC_NAMES
repeat with work_centers = 1 to NUMBER_OF_MC
  go to card work_centers
  put fld MC_name & return after MC_NAMES
end repeat
pop card -- list DA card of automatic
--get a copy of first DA card
doMenu "Copy Card"
set name of this stack to NEW_STACK_NAME
push card
put NEW_STACK_NAME into TEMP_NEW_STACK_NAME
delete char 1 to 3 of TEMP_NEW_STACK_NAME
repeat with SET_QUARTER = 1 to the number of cards of bg schedule_page1
  go to card SET_QUARTER of bg schedule_page1
  put TEMP_NEW_STACK_NAME into fld quarter_in_schedule
end repeat
pop card
--empty variables to reserve memory
put empty into DEV_CARDS
put empty into TEMP_NEW_STACK_NAME
put empty into BOX_COUNT
repeat with WORK_CENTERS = 1 to NUMBER_OF_MC
  repeat with DAYS_OF_QUARTER = 1 to the number of lines of
    LONG_DATE_VAR
    doMenu "Paste Card"
    if RESC then
      set the highlight of button rescheduled to false
    end if
    put line WORK_CENTERS of MC_NAMES & "-" & line DAYS_OF_QUARTER
    of TEMP_DAY_SHORT_VAR into FORM_CARD_NAME
    set the name of this card to FORM_CARD_NAME
    put line WORK_CENTERS of MC_NAMES into fld bg fld MC DA
    put line DAYS_OF_QUARTER of LONG_DATE_VAR into fld bg fld date
    show button TEMP_BUTTON
  end repeat
end repeat

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if TEMP_BUTTON = 2 then put "B" into fld letter_sh_status
if TEMP_BUTTON = 3 then put "C" into fld letter_sh_status
if TEMP_BUTTON = 4 then put "D" into fld letter_sh_status
if TEMP_BUTTON = 5 then put "E" into fld letter_sh_status
put 0 into fld calculated_mh
put 0 into fld completed
-- hide previous arrow on first day of each quarter
put fld bg fld date into TEMP_DATE_TO_CHECK
convert TEMP_DATE_TO_CHECK to date items
if (item 3 of TEMP_DATE_TO_CHECK = 1) and (item 2
of TEMP_DATE_TO_CHECK mod 3 = 1) then
  hide button crd_but_go_prev
end if
end repeat
hide button crd_but_go_next
end repeat
go to card 1 of bg DA_model
doMenu "Delete Card"
--empty variables to reserve memory
put empty into DAYS_OF_QUARTER
put empty into LONG_DATE_VAR
put empty into WORK_CENTERS
put empty into MC_NAMES
put empty into TEMP_DAY_SHORT_VAR
put empty into FORM_CARD_NAME
put empty into WHAT_BUTTON_VAR
put empty into TEMP_BUTTON
--Actual Scheduling
go to stack NEW_STACK_NAME
if STATUS_TRANSFER = "active" then
  send mouseup to bg button do_it_active
else
  send mouseup to bg button do_it_inactive
end if
if the freesize of this stack > 0.15 * the size of this stack then
  doMenu "Compact Stack"
end if
end if
end mouseup
----- BACKGROUND #13: bar_code -----
on newCard
  put the date into fld bg fld date
end newCard
----- BKGD #13, FIELD #6: FSN -----
on returnInField
  put me into fld bar_coded_fld
  click at 135,211
end returnInField
----- BKGD #13, FIELD #9: Out_by -----
on returnInField
  put me into fld bar_coded_fld
  click at 135,211
end returnInField
----- BKGD #13, BUTTON #1: print_it -----
on mouseup
  -- ask the user for the quantity of labels he needs printed
  ask "Now many copies do you need?" with "1"
  -- if he changed his mind...
  if it is changed...

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    exit mouseUp
    -- but if not...
else
    -- store the copies he needs temporarily
    put it into TIMES_TO_PRINT
    -- suspend screen drawing
    lock screen
    -- hide the buttons
    hide me
    hide bg button bq_but_throw_away
    hide bg button print_and_store
    hide bg button print_and_store_top
    -- do it for all copies
    repeat with i = 1 to TIMES_TO_PRINT
        print this card
    end repeat
    end repeat
    -- throw card away
    doMenu Delete Card
    -- go to driver's menu card
    go prev
    -- restore screen drawing
    unlock screen
    end if
    -- exit event
    end mouseUp

    ***** BKGND #13, BUTTON #2: bq_but_throw_away *****
    on mouseUp
        lock screen
        doMenu Delete Card
        go prev
        unlock screen
    end mouseUp

    ***** BKGND #13, BUTTON #3: print_and_store *****
    on mouseUp
        -- ask the user to which stack he wants this card stored
        ask "Store this label to:" with "General Label Storage"
        if it is empty of it is "CAN-EL" then
            send mouseUp to bq button print_it
        else
            -- set cursor to wait
            set cursor to 4
            -- suspend screen refreshing
            lock screen
            -- check if stack exists
            put it into DEST
            push card
            doMenu "Copy Card"
            go to card 1 of stack DEST
            if the result is not empty then
                unlock screen
                doMenu "New Stack..."
                lock screen
                doMenu "Paste Card"
                go first
                doMenu "Delete Card"
                pop card
                unlock screen
            end mouseUp to bq button print_it
        else
            doMenu "Paste Card"
            pop card
            unlock screen
        end mouseUp

    ***** BKGND #21, BUTTON #2: print_and_store_top *****
    on mouseDown
        set the hilite of bq button print_and_store to true
        end mouseDown
    set the hilite of bq button print_and_store to false
    send mouseUp to bq button print_and_store
    end mouseUp

    ***** BKGND #21, BUTTON #2: LightHouse *****
    on mouseUp
        go first
    end mouseUp

    ***** BKGND #21, BUTTON #4: New Button *****
    on mouseUp
        go next
    end mouseUp

    ***** BKGND #21, BUTTON #5: New Button *****
    on mouseUp
        pop card
    end mouseUp

    ***** BKGND #21, BUTTON #6: d_field *****
    on mousestallDown
        send mousestallDown to me
        end mousestallDown
    on mouseDown
        put the scroll of field ship_system into it
        subtract 5 from it
        if it < "0" then
            put "0" into it
        end if
        set the lockscreen to true
        set the scroll of field ship_system to it
        set the scroll of field pubs to it
        set the lockscreen to false
        end mouseDown

    ***** BKGND #21, BUTTON #7: d_field *****
    on mousestallDown
        send mousestallDown to me
        end mousestallDown
    on mouseDown
        put the scroll of field ship_system into it
        add 5 to it
        set the lockscreen to true
        set the scroll of field ship_system to it
        set the scroll of field pubs to it
        set the lockscreen to false
        end mouseDown

    ***** BKGND #21, BUTTON #8: u_field *****

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end repeat
put PROCEDURE_LINES - "25" into PROCEDURE_LINES
put the date into fld date_printed.pr
put GLOBAL_PAGES + 1 into GLOBAL_PAGES
put GLOBAL_PAGES into fld page_no.pr
put GLOBAL_TOTAL_PAGES into fld page_of_pr
put c_var + "44" into c_var
put c_var2 + "44" into c_var2
end repeat
put the number of cards into c_total
go to card 1 of stack MIP_printed
doMenu "DELETE CARD"
print all cards
doMenu "Compact Stack"
pop card
unlock screen
end mouseUp

***** BKGD 21, BUTTON #10: append *****
on mouseUp
global DEST
set cursor to 4
push card
push card
go to stack DEST
put the number of cards into HOW_MANY_CARDS
pop card
go last
repeat with i = 1 to HOW_MANY_CARDS
    put "Processing MIP :-" & DEST & i - 1 into card
    HOW_MANY_CARDS into msg
    push card --last card of PMS stack
    go to card 1 of stack DEST
    If the short name of this bg is "MIP-1st page" then
        go to stack PMS
        go to first card of bg "MIP-1st page"
        doMenu "Copy Card"
        pop card --last of PMS
        doMenu "Paste Card"
        push card
        go to card 1 of stack DEST
        put field "card_data" into VAR1
        put field "pubs" into VAR2
        put field "config" into VAR3
        put field "MIP" into VAR4
        put field "card NAME" into VAR5
        put field "ship_system" into VAR6
        put the short name of this card into NAME_VAR
        pop card
        put VAR1 into field "card date"
        put VAR2 into field "pubs"
        put VAR3 into field "config"
        put VAR4 into field "MIP"
        put VAR5 into field "card NAME"
        put VAR6 into field "ship_system"
        set the name of this card to NAME_VAR
        next repeat
    end if
    If the short name of this bg is "mip 2nd page" then
        go to stack PMS
        go to first card of bg "mip 2nd page"
        doMenu "Copy Card"
        pop card --last of PMS
        doMenu "Paste Card"

```

```

push card
go to card 1 of stack DEST
put field "MIP" into VAR1
put field "test" into VAR2
put field "MRC" into VAR3
put field "MRCdescript" into VAR4
put field "period" into VAR5
put field "rates" into VAR6
put field "man" into VAR9
put field "reman" into VAR10
put field "card NAME" into VAR11
put field "where_am_1" into VAR12
put field "MRC of this MIP active" into VAR13
put field "MRC of this MIP inactive" into VAR14
-- put field "data_MRC" into VAR15
-- put field "In_data_MRC" into VAR16
put the short name of this card into NAME_VAR
pop card
put VAR1 into field "MIP"
put VAR2 into field "test"
put VAR3 into field "MRC"
put VAR4 into field "MRCdescript"
put VAR5 into field "period"
put VAR6 into field "rates"
put VAR9 into field "man"
put VAR10 into field "reman"
put VAR11 into field "card NAME"
put VAR12 into field "where_am_1"
put VAR13 into field "MRC of this MIP active"
put VAR14 into field "MRC of this MIP inactive"
-- put VAR15 into field "data_MRC"
-- put VAR16 into field "In_data_MRC"
set the name of this card to NAME_VAR
next repeat
end if
If the short name of this bg is "MRC - 1st page" then
    go to stack PMS
    go to first card of bg "MRC - 1st page"
    doMenu "Copy Card"
    pop card --last of PMS
    doMenu "Paste Card"
    push card
    go to card 1 of stack DEST
    put field "MRCno" into VAR1
    put field "what_equipment" into VAR2
    put field "MH" into VAR3
    put field "elapsed" into VAR4
    put field "miccode" into VAR5
    put field "periodicity" into VAR6
    put field "date_edited" into VAR9
    put field "rel_maint" into VAR11
    put field "mt_description_field" into VAR12
    put field "rates_mh_field" into VAR13
    put field "equipment_field" into VAR14
    put field "subsystem_field" into VAR15
    put field "data" into VAR16
    put field "ship_system_field" into VAR17
    put field "system_field" into VAR18
    put the short name of this card into NAME_VAR
    pop card
    put VAR1 into field "MRCno"
    put VAR2 into field "what_equipment"
    put VAR3 into field "MH"
    put VAR4 into field "elapsed"

```

```

put VAR5 into field "mrcode"
put VAR6 into field "periodicity"
put VAR9 into field "date_edited"
put VAR11 into field "rel_maint"
put VAR12 into field "mt_description_field"
put VAR13 into field "rates_mh_field"
put VAR14 into field "equipment_field"
put VAR15 into field "subsystem_field"
put VAR16 into field "data"
put VAR17 into field "ship_system_field"
put VAR18 into field "system_field"
set the name of this card to NAME_VAR
next repeat
end if
if the short name of this bg is "MRC 2nd page" then
go to stack PMS
go to first card of bg "MRC 2nd page"
doMenu "Copy Card"
pop card --last of PMS
doMenu "Paste Card"
push card
go to card 1 of stack DEST
put field "MRCno" into VAR1
put field "what_equipement" into VAR2
put field "procedure" into VAR3
put the short name of this card into NAME_VAR
pop card
put VAR1 into field "MRCno"
put VAR2 into field "what_equipement"
put VAR3 into field "procedure"
set the name of this card to NAME_VAR
next repeat
end if
end repeat
pop card
end mouseUp

***** BKND 021, BUTTON 01: New Button *****
on mouseUp
push card
lock screen
go next
go next
get line 2 of field data
go to card 1 of stack Log
if the result is not empty then
pop card
answer "No Log card for this piece of equipment"
unlock screen
else
unlock screen
end if
end mouseUp

***** BKND 021, BUTTON 02: Libraries *****
on mouseUp
push card
go to stack "TIM-3"
end mouseUp

***** BKND 021, BUTTON 03: New Button *****
on mouseUp
ask "Which MRC do you wish to view?"

```

```

exit mouseUp
else
lock screen
push card
go to card 1
--put quote & it & quote into it
put binary (mip_list,1) into it
if it is not "not found" then
put item 2 of line 1 of fld mip_list into it
go to card it
else
pop card
unlock screen
answer ("Card not in the PMS database !!!")
end if
end if
end mouseUp

***** BKND 022, FIELD 02: test *****
on mouseUp
put the mouseUp into it
put (the scroll of me) + 1 into it
subtract 96 from it
put (it div 12) into it
repeat until line 1 of field MRC <> "
subtract 1 from it
if it < 1 then exit mouseUp
end repeat
if " " is in line 1 of field MRC then
exit mouseUp
else
put line 1 of field MRC into it
push card
go to card it
end if
end mouseUp

***** BKND 022, FIELD 03: MRC *****
on mouseUp
put the mouseUp into it
put (the scroll of me) + 1 into it
subtract 96 from it
put (it div 12) into it
repeat until line 1 of field MRC <> "
subtract 1 from it
if it < 1 then exit mouseUp
end repeat
if " " is in line 1 of field MRC then
exit mouseUp
else
put line 1 of field MRC into it
if char 1 of it = "." then delete char 1 of it
push card
go to card it
end if
end mouseUp

***** BKND 022, FIELD 04: MRCdescript *****
on mouseUp
put the mouseUp into it
put (the scroll of me) + 1 into it

```

```

repeat until line lt of field MRC <> =
  subtract 1 from lt
  if lt < 1 then exit mouseUp
end repeat
if = - is in line lt of field MRC then
  exit mouseUp
else
  put line lt of field MRC into lt
  push card
  go to card lt
end if
end mouseUp

***** BKGN0 022, FIELD 05; period *****
on mouseUp
  put the mousev into lt
  put (the scroll of me) + lt) into lt
  subtract 96 from lt
  put (lt div 12) into lt
  repeat until line lt of field MRC <> =
    subtract 1 from lt
  if lt < 1 then exit mouseUp
end repeat
if = - is in line lt of field MRC then
  exit mouseUp
else
  put line lt of field MRC into lt
  push card
  go to card lt
end if
end mouseUp

***** BKGN0 022, FIELD 06; rates *****
on mouseUp
  put the mousev into lt
  put (the scroll of me) + lt) into lt
  subtract 96 from lt
  put (lt div 12) into lt
  repeat until line lt of field MRC <> =
    subtract 1 from lt
  if lt < 1 then exit mouseUp
end repeat
if = - is in line lt of field MRC then
  exit mouseUp
else
  put line lt of field MRC into lt
  push card
  go to card lt
end if
end mouseUp

***** BKGN0 022, FIELD 07; man *****
on mouseUp
  put the mousev into lt
  put (the scroll of me) + lt) into lt
  subtract 96 from lt
  put (lt div 12) into lt
  repeat until line lt of field MRC <> =
    subtract 1 from lt
  if lt < 1 then exit mouseUp
end repeat

```

```

if = - is in line lt of field MRC then
  exit mouseUp
else
  put line lt of field MRC into lt
  if char 1 of lt = "-" then delete char 1 of lt
  push card
  go to card lt
end if
end mouseUp

***** BKGN0 022, FIELD 08; telman *****
on mouseUp
  put the mousev into lt
  put (the scroll of me) + lt) into lt
  subtract 96 from lt
  put (lt div 12) into lt
  repeat until line lt of field MRC <> =
    subtract 1 from lt
  if lt < 1 then exit mouseUp
end repeat
if = - is in line lt of field MRC then
  exit mouseUp
else
  put line lt of field MRC into lt
  if char 1 of lt = "-" then delete char 1 of lt
  push card
  go to card lt
end if
end mouseUp

***** BKGN0 022, BUTTON 02; Libraries *****
on mouseUp
  push card
  go to stack "TLM-3"
end mouseUp

***** BKGN0 022, BUTTON 03; New Button *****
on mouseUp
  go previous
  send mouseUp to bg button "print this mip"
end mouseUp

***** BKGN0 022, BUTTON 04; LightHouse *****
on mouseUp
  go first
end mouseUp

***** BKGN0 022, BUTTON 014; New Button *****
on mouseUp
  visual effect scroll right
  pop card
end mouseUp

***** BKGN0 022, BUTTON 016 *****
on mouseUp
  set the visible of fld MRC of this_MIP_active to not the visible of
  fld MRC of this_MIP_active
  set the visible of fld MRC of this_MIP_inactive to the visible of
  fld MRC of this_MIP_active
end mouseUp

***** BKGN0 022, BUTTON 017; New Button *****
on mouseUp
  ask "Which MIP do you wish to view ?"

```



```

If It is empty or It is "Cancel" then
  exit mouseup
else
  lock screen
  push card
  go to card 1
  --put quote & It & quote into It
  put binary (mip_list,It) into It
  If It is not "not found" then
    put item 2 of line It of fld mip_list into It
    go to card It
  else
    pop card
    unlock screen
    answer ("Card not in the PMS database !!!")
    end If
  end If
end mouseup

***** BKEND #22, BUTTON #18: New Button *****
on mouseup
  push card
  lock screen
  go next
  get line 2 of field data
  go to card It of stack Log
  If the result is not empty then
    pop card
    answer "No Log card for this place of equipment"
    unlock screen
  else
    unlock screen
  end If
end mouseup

***** BKEND #22, BUTTON #19: down *****
on mousestillDown
  send mouseDown to me
end mousestillDown

on mouseDown
  put the scroll of field reelman into It
  add 156 to It
  set the lockscreen to true
  set the scroll of field test to It
  set the scroll of field MRC to It
  set the scroll of field MRCdescript to It
  set the scroll of field period to It
  set the scroll of field rates to It
  set the scroll of field man to It
  set the scroll of field reelman to It
  set the lockscreen to false
end mouseDown

***** BKEND #22, BUTTON #20: left *****
on mouseup
  go prev
end mouseup

***** BKEND #22, BUTTON #21: go_top *****
on mouseDown
  set the lockscreen to true
  set the scroll of field test to 0

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set the scroll of field MRCdescript to 0
set the scroll of field period to 0
set the scroll of field rates to 0
set the scroll of field man to 0
set the scroll of field reelman to 0
set the lockscreen to false
end mouseDown

***** BKEND #22, BUTTON #22: up *****
on mousestillDown
  send mouseDown to me
end mousestillDown

on mouseDown
  put the scroll of field reelman into It
  subtract 156 from It
  If It < 0 then put 0 into It
  set the lockscreen to true
  set the scroll of field test to It
  set the scroll of field MRC to It
  set the scroll of field MRCdescript to It
  set the scroll of field period to It
  set the scroll of field rates to It
  set the scroll of field man to It
  set the scroll of field reelman to It
  set the lockscreen to false
end mouseDown

***** BACKGROUND #23: MRC - 1st page. *****
on do.select
  put "Add.Normal Duty,At Sea,Holiday,Overhaul,Inactive Status" into menu1
  put return & "Remove.Normal Duty,At Sea,Holiday,Overhaul,Inactive Status,This" after me
nul
  get HPopupMenu(menu1,0,the mouseV,the mouseN)
  put 0 into countvisible
  put TRUE into CHECK
  repeat with i - 1 to 5
    If the visible of button i then put countvisible + 1 into countvisible
  end repeat
  If countvisible = 1 then put FALSE into CNECK
  If It is not zero then
    put item 1 of It into theline
    put item 2 of It into theitem
    If theline = 1 and theitem = 2 then
      show button anchor
    end If
    If theline = 1 and theitem = 3 then
      show button at_sea
    end If
    If theline = 1 and theitem = 4 then
      show button flag
    end If
    If theline = 1 and theitem = 5 then
      show button overhaul
    end If
    If theline = 1 and theitem = 6 then
      show button inactive
    end If
    If theline = 2 and theitem = 2 and CHECK then
      hide button anchor
    end If
    If theline = 2 and theitem = 3 and CNECK then
      hide button at sea

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```

If theline = 2 and theitem = 4 and CHECK then
  hide button flag
end if
If theline = 2 and theitem = 5 and CHECK then
  hide button overhaul
end if
If theline = 2 and theitem = 6 and CHECK then
  hide button inactive
end if
If theline = 2 and theitem = 7 and CHECK then
  hide the target
end if
adjust
end if
end do select

on adjust
  put -5 into newloc
  repeat with i = 1 to 5
    If the visible of button i then
      put newloc + 36 into newloc
    end if
    set the loc of button i to newloc, 39
  end repeat
end adjust

on enterkey
  global SEARCH_FIELD_VAR
  global SEARCH_STRING_VAR
  If SEARCH_STRING_VAR is not empty then
    --go next
  else
    If SEARCH_FIELD_VAR = "Global" then
      find chars SEARCH_STRING_VAR in fld SEARCH_FIELD_VAR
      If the result is not empty then
        answer "String not found..."
      end if
    else
      find chars SEARCH_STRING_VAR in fld SEARCH_STRING_VAR
      If the result is not empty then
        answer "String not found..."
      end if
    end if
  end enterkey

..... BKGD #23, BUTTON #1: print_mrc .....
on mouseup
  set cursor to 4
  lock screen
  put 0 into GLOBAL_PAGES
  put 0 into GLOBAL_TOTAL_PAGES
  --clear destination
  put the id of this card into ID_COME_BACK
  push card
  go to stack MRC_print
  repeat with i = 1 to (the number of cards - 2)
    go to card 3
    doMenu "delete Card"
  end repeat
  pop card
  put item 1 of line 4 of fld data + 1 into NUMBER_OF_PROCEDURE_PAGES
  put item 2 of line 4 of fld data into DIAGRAMS
  put item 3 of line 4 of fld data into TABLES
  --make second page of pms

```

```

push card --Stack:click card,1st mrc card
put empty into TRANSFER_PROCEDURE
repeat with PROC_PAGES = 1 to NUMBER_OF_PROCEDURE_PAGES
  go next --2nd mrc card
  put fld procedure after TRANSFER_PROCEDURE
end repeat
repeat with PROC_LINES = 1 to the number of lines of TRANSFER_PROCEDURE
  If line PROC_LINES of TRANSFER_PROCEDURE = "-----" then
    put "-----" then
  end if
  line PROC_LINES of TRANSFER_PROCEDURE
end if
end repeat
--calculate & make pages required
put 0 into FULL_PAGES
put the number of lines of TRANSFER_PROCEDURE into PROCEDURE_LINES
If PROCEDURE_LINES > 75 then
  put 1 into PROCEDURE_LINES - 251 mod 471 into REMAINING_LINES
  put 1 into PROCEDURE_LINES - 251 div 471 into FULL_PAGES
  If REMAINING_LINES > 0 then put FULL_PAGES + 1 into FULL_PAGES
end if
repeat with i = 1 to FULL_PAGES
  go to card print_mrc_page3 of stack Templates
  doMenu "Copy Card"
  push card --Stack:click card,1st mrc card,template
  go to last card of stack MRC_print
  doMenu "Paste Card"
  pop card --Stack:click card,1st mrc card
  go to card print_mrc_page2
  doMenu "Copy Card"
  go to last card of stack MRC_print
  doMenu "Paste Card"
end repeat
repeat with i = 1 to DIAGRAMS
  go to card print_mrc_page4 of stack Templates
  doMenu "Copy Card"
  push card --Stack:click card,1st mrc card,template
  go to last card of stack MRC_print
  doMenu "Paste Card"
  pop card --Stack:click card,1st mrc card
  go to card print_mrc_page7
  doMenu "Copy Card"
  go to last card of stack MRC_print
  doMenu "Paste Card"
end repeat
put TABLES div 2 into TABLE_PAIRS
put TABLES mod 2 into TABLE_REMAIN
repeat with i = 1 to TABLE_PAIRS
  go to card print_mrc_page4 of stack Templates
  doMenu "Copy Card"
  push card --Stack:click card,1st mrc card,template
  go to last card of stack MRC_print
  doMenu "Paste Card"
  pop card --Stack:click card,1st mrc card
  go to card print_mrc_page5
  doMenu "Copy Card"
  go to last card of stack MRC_print
  doMenu "Paste Card"
end repeat
repeat with i = 1 to TABLE_REMAIN
  go to card print_mrc_page4 of stack Templates
  doMenu "Copy Card"
  push card --Stack:click card,1st mrc card,template
  go to last card of stack MRC_print
  doMenu "Paste Card"
  pop card --Stack:click card,1st mrc card
  go to card print_mrc_page5
  doMenu "Copy Card"
  go to last card of stack MRC_print
  doMenu "Paste Card"
end repeat
repeat with i = 1 to TABLE_REMAIN
  go to card print_mrc_page4 of stack Templates
  doMenu "Copy Card"
  push card --Stack:click card,1st mrc card,template

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```

go to last card of stack MRC_print
doMenu "Paste Card"
pop card --Stack:click card,1st mrc card
go to card print mrc_page6
doMenu "Copy Card"
go to last card of stack MRC_print
doMenu "Paste Card"
end repeat
put the number of cards / 21 into GLOBAL_TOTAL_PAGES
pop card --Stack:click card. We are back to first MRC
--make page 1
put empty into WHAT_STATUS
if the visible of button anchor then
  put "anchor," after WHAT_STATUS
end if
if the visible of button at sea then put "at sea," after WHAT_STATUS
if the visible of button flag then put "flag," after WHAT_STATUS
if the visible of button overhaul then put "overhaul," after WHAT_STATUS
if the visible of button inactive then put "inactive," after WHAT_STATUS
put fid what_equipment into VARI
put fid MRCno into VAR2
put fid ship_system_field into VAR3
put fid subsystem_field into VAR4
put fid miccode into VAR5
put fid periodicity into VAR6
put fid system_field into VAR7
put fid equipment_field into VAR8
put fid rates_mb_field into VAR9
put fid mr_description_field into VAR10
put fid MH into VAR11
put fid elapsed into VAR12
put fid date_edited into VAR13
push card --Stack:click card,1st of mrc
go to card 1 of stack MRC_print
hide bg button anchor
hide bg button at sea
hide bg button flag
hide bg button overhaul
hide bg button inactive
if WHAT_STATUS contains "anchor" then show bg button anchor
if WHAT_STATUS contains "at sea" then show bg button at sea
if WHAT_STATUS contains "flag" then show bg button flag
if WHAT_STATUS contains "overhaul" then show bg button overhaul
if WHAT_STATUS contains "inactive" then show bg button inactive
put -5 into newloc
if the visible of bg button anchor then
  put newloc + 36 into newloc
  set the loc of bg button anchor to newloc,39
end if
if the visible of bg button at sea then
  put newloc + 36 into newloc
  set the loc of bg button at sea to newloc,39
end if
if the visible of bg button flag then
  put newloc + 36 into newloc
  set the loc of bg button flag to newloc,39
end if
if the visible of bg button overhaul then
  put newloc + 36 into newloc
  set the loc of bg button overhaul to newloc,39
end if
if the visible of bg button inactive then
  put newloc + 36 into newloc
  set the loc of bg button inactive to newloc,39
end if

```

```

end if
put VARI into fid what_equipment_pr
put VAR2 into fid MRCno_pr
put VAR3 into fid ship_system_field_pr
put VAR4 into fid subsystem_field_pr
put VAR5 into fid miccode_pr
put VAR6 into fid periodicity_pr
put VAR7 into fid system_field_pr
put VAR8 into fid equipment_field_pr
put VAR9 into fid rates_mb_field_pr
put VAR10 into fid mr_description_field_pr
put VAR11 into fid MH_pr
put VAR12 into fid elapsed_pr
put VAR13 into fid date_edited_pr
go to card 2 of stack MRC_print
put 0 into START_LINE
put 0 into LAST_LINE
put LAST_LINE + 1 into START_LINE
put START_LINE + 24 into LAST_LINE
put line START_LINE to LAST_LINE of TRANSFER_PROCEDURE into
fid procedure_pr
put PROCEDURE_LINES - (LAST_LINE - START_LINE + 1) into PROCEDURE_LINES
put the date into fid date_printed_pr
put 1 into GLOBAL_PAGES
put GLOBAL_PAGES into fid page_no_pr
put GLOBAL_TOTAL_PAGES into fid page_of_pr
put the id of this card into TEMPID
repeat until PROCEDURE_LINES <= 0
  go next
  put VAR2 into fid MRCno_pr
  put LAST_LINE + 1 into START_LINE
  put START_LINE + 21 into LAST_LINE
  put line START_LINE to LAST_LINE of TRANSFER_PROCEDURE into
  fid procedure_pr
  put PROCEDURE_LINES - (LAST_LINE - START_LINE + 1) into PROCEDURE_LINES
  go next
  put the id of this card into TEMPID
  put LAST_LINE + 1 into START_LINE
  put START_LINE + 24 into LAST_LINE
  put line START_LINE to LAST_LINE of TRANSFER_PROCEDURE into
  fid procedure_pr
  put PROCEDURE_LINES - (LAST_LINE - START_LINE + 1) into PROCEDURE_LINES
  put the date into fid date_printed_pr
  put GLOBAL_PAGES + 1 into GLOBAL_PAGES
  put GLOBAL_PAGES into fid page_no_pr
  put GLOBAL_TOTAL_PAGES into fid page_of_pr
  end repeat
pop card --Stack:click card. We are at 1st mrc
repeat for NUMBER_OF_PROCEDURE_PAGES
  go next
  end repeat
repeat with 1 - 1 to DIAGRAMS
  go next --diagram card
  push card --Stack:click card,diagram card
  put card field ledger into TRANSFER_LEDGENT
  choose select tool
  drag from 23,74 to 481,281
  type "c" with Commandkey
  go to stack MRC_print
  go to TEMPID
  go next
  type "v" with Commandkey
  drag from 107,188 to 107,208

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put VAR2 into fld MPCno_pr
go next
put the id of this card into TMPID
put TRANSFER_LEDGENT into fld ledgent_pr
put the date into fld date_printed_pr
put GLOBAL_PAGES + 1 into GLOBAL_PAGES
put GLOBAL_PAGES into fld page_no_pr
put GLOBAL_TOTAL_PAGES into fld page_of_pr
pop card --Stack:click card. We are at diagram card
end repeat
repeat with i = 1 to TABLES
  go next --table card
  push card --Stack:click card,table card
  choose select tool
  drag from 23.74 to 481.281
  type "c" with commandkey
  go to stack MPC_print
  go to TEMPIO
  go next
  put the id of this card into TMPID
  type "v" with commandkey
  if i mod 2 = 0 then
    drag from 107.188 to 107.156
    put the date into fld date_printed_pr
    put GLOBAL_PAGES + 1 into GLOBAL_PAGES
    put GLOBAL_PAGES into fld page_no_pr
    put GLOBAL_TOTAL_PAGES into fld page_of_pr
  else
    drag from 107.188 to 107.208
    choose browse tool
    put VAR2 into fld MPCno_pr
  end if
  pop card --Stack:click card. We are at table card
  end repeat
  go to stack MPC_print
  go last
  if the short name of this card = "print_mrc_page6" then
    put the date into fld date_printed_pr
    put GLOBAL_PAGES + 1 into GLOBAL_PAGES
    put GLOBAL_PAGES into fld page_no_pr
    put GLOBAL_TOTAL_PAGES into fld page_of_pr
  end if
  doMenu "Compact Stack"
  go first
  print all cards
  go to stack "PMS"
  go to ID_COME_BACK
  unlock screen
  end mouseUp

..... BKGD 023, BUTTON 02: LightHouse .....
on mouseUp
  go first
  end mouseUp

..... BKGD 023, BUTTON 03: to args .....
on mouseUp
  push card
  lock screen
  if line 5 of fld data = "ARGOS" then
    pop card
    unlock screen
  else
    answer "No connection to ARGOS has been established..."
  end repeat
end repeat

```

```

  put line 5 of fld data into it
  go to stack ARGOS
  go to card it
  unlock screen
  end if
  end mouseUp

..... BKGD 023, BUTTON 04: New Button .....
on mouseUp
  go next
  end mouseUp

..... BKGD 023, BUTTON 05: New Button .....
on mouseUp
  pop card
  end mouseUp

..... BKGD 023, BUTTON 06: New Button .....
on mouseUp
  put line 1 of fld data into it
  delete char 1 to 4 of it
  push card
  go to card it
  end mouseUp

..... BKGD 023, BUTTON 07: New Button .....
on mouseUp
  push card
  lock screen
  get line 2 of field data
  go to card it of stack log
  if the result is not empty then
    pop card
    answer "No Log card for this piece of equipment"
    unlock screen
  else
    unlock screen
    end if
  end mouseUp

..... BKGD 023, BUTTON 08: open repair parts .....
on mouseUp
  lock screen
  show bg button "repair parts"
  show bg button close
  show card field "repair parts field"
  unlock screen
  end mouseUp

..... BKGD 023, BUTTON 09: New Button .....
on mouseUp
  push card
  -- This part between the asterisks should be removed when real pictures
  -- will be entered to the system. Now a couple of demonstration pictures
  -- are provided as space holders in order to demonstrate the
  -- capability of the system. The pictures were taken by the use of an
  -- ordinary 35 mm camera. The part of code after the asterisks
  -- should be inserted here, and the "---" should be removed from the
  -- beginning of the lines.
  visual effect dissolve
  go to stack movies
  -- repeat until fld page_no = 1
  -- go prev
  -- end repeat
end repeat

```



```

-- if line 6 of fld data = "MOVIE" then
--   pop card
--   unlock screen
--   answer "No pictures available for this job..."
-- else
--   visual effect dissolve
--   put field "MRCno" & "-movie" into lt
--   push card
--   go to card lt of stack movies
-- end if
end mouseUp

..... BKEND #23, BUTTON #11: close .....
on mouseUp
  lock screen
  hide card field "repair parts field"
  hide me
  hide bg button "Repair Parts"
  unlock screen
end mouseUp

..... BKEND #23, BUTTON #13: locker .....
on mouseDown
  put "Unlock Description" into menu1
  get HPopUpMenu(menu1,0,193,748)
end mouseDown

on mouseUp
  hide me
  show bg button unlocker
  set the locktext of fld mr_description_field to false
end mouseUp

..... BKEND #23, BUTTON #16: Libraries .....
on mouseUp
  push card
  go to stack "TIM-3"
end mouseUp

..... BKEND #23, BUTTON #17: forget_it .....
on mouseDown
  put return & "Exit Search" into menu
  get HPopUpMenu (menu,0,125,355)
end mouseDown
on mouseUp
  lock screen
  show bg button search
  hide bg button "search for:"
  hide bg button search_menu
  hide bg button search_win
  hide bg button search_now
  hide fld search_by
  hide fld search_string
  hide me
  put empty into fld search_string
  unlock screen
end mouseUp

..... BKEND #23, BUTTON #18: search_menu .....
on mouseDown
  global SEARCH_FIELD_VAR
  global SEARCH_STRING_VAR
  global DISPLAY
  put "MRC #= into menu
  set cursor to 4

```

```

put return & "Subsystem" after menu
put return & "System" after menu
put return & "Equipment" after menu
put return & "MRC Code" after menu
put return & "Periodicity" after menu
put return & "Rates" after menu
put return & "Total mh" after menu
put return & "Description" after menu
get HPopUpMenu (menu,0,the mouseY - 40,the mouseX)
if it is not zero then
  put item 1 of it into theline
  put line theline of menu into fld search_by
  if theline = 1 then
    put "MRCno" into SEARCH_FIELD_VAR
  end if
  if theline = 2 then
    put "ship_system_field" into SEARCH_FIELD_VAR
  end if
  if theline = 3 then
    put "Subsystem_field" into SEARCH_FIELD_VAR
  end if
  if theline = 4 then
    put "system_field" into SEARCH_FIELD_VAR
  end if
  if theline = 5 then
    put "equipment_field" into SEARCH_FIELD_VAR
  end if
  if theline = 6 then
    put "mrcode" into SEARCH_FIELD_VAR
  end if
  if theline = 7 then
    put "periodicity" into SEARCH_FIELD_VAR
  end if
  if theline = 8 then
    put "rates_mh_field" into SEARCH_FIELD_VAR
  end if
  if theline = 9 then
    put "mh" into SEARCH_FIELD_VAR
  end if
  if theline = 10 then
    put "mr_description_field" into SEARCH_FIELD_VAR
  end if
  put line theline of menu into DISPLAY
else
  put "Global Search" into fld search_by
  put "global" into SEARCH_FIELD_VAR
end if
end mouseDown
on mouseUp
  click at the loc of fld search_string
end mouseUp

..... BKEND #23, BUTTON #19: search_now .....
on mouseDown
  put return & "Find It" into menu
  get HPopUpMenu (menu,0,125,355)
end mouseDown

on mouseUp
  global SEARCH_FIELD_VAR
  global SEARCH_STRING_VAR
  push card
  set cursor to 4

```

```

put fld_search_string into SEARCH_STRING_VAR
put length(SEARCH_STRING_VAR) into LAST_CHAR
if char LAST_CHAR of SEARCH_STRING_VAR = return then
  put empty into char LAST_CHAR of SEARCH_STRING_VAR
end if
put empty into fld_search_string
send mouseUp to bg button forget it
if SEARCH_STRING_VAR is not empty then
  --go next
  if SEARCH_FIELD_VAR = "global" then
    find chars SEARCH_STRING_VAR
    if the result is not empty then
      pop card
      beep
      answer "String not found..."
    end if
  else
    find chars SEARCH_STRING_VAR in fld_SEARCH_FIELD_VAR
    if the result is not empty then
      pop card
      beep
      answer "String not found..."
    end if
  end if
end if
unlock screen
end mouseUp

```

```

..... BKND #23, BUTTON #21: search .....
on mouseUp
  global SEARCH_FIELD_VAR
  put "global" into SEARCH_FIELD_VAR
  lock screen
  put "Global Search" into fld_search_by
  put empty into fld_search_string
  show bg button search_win
  show bg button search_menu
  show bg button search_now
  show bg button forget_it
  show bg button "search for:"
  show fld_search_by
  show fld_search_string
  hide me
  unlock screen
  click at the loc of fld_search_string
end mouseUp

```

```

..... BKND #23, BUTTON #22: dt_opened .....
on mouseUp
  hide me
  show bg button dt_closed
  set the visible of fld data to not the visible of fld data
  set the visible of fld "rel_maint" to the visible of fld data
  set the visible of fld "other_wc_involved" to the visible of fld data
end mouseUp

..... BKND #23, BUTTON #23: dt_closed .....
on mouseUp
  hide me
  show bg button dt_opened
  set the visible of fld data to not the visible of fld data
  set the visible of fld "rel_maint" to the visible of fld data
  set the visible of fld "other_wc_involved" to the visible of fld data
end mouseUp

```

```

..... BACKGROUND #24: MRC 2nd page .....
on openCard
  if fld_page_no = fld of pages then hide button go_next
  else
    show button go_next
  end if
end openCard

..... BKND #24, BUTTON #2: Libraries .....
on mouseUp
  push card
  go to stack "TJM-3"
end mouseUp

..... BKND #24, BUTTON #3: New Button .....
on mouseUp
  push card
  repeat until fld_page_no = 1
    go prev
  end repeat
  send mouseUp to bg button print_mrc
  pop card
end mouseUp

..... BKND #24, BUTTON #4: LightHouse .....
on mouseUp
  go first
end mouseUp

..... BKND #24, BUTTON #5: to argos .....
on mouseUp
  push card
  lock screen
  repeat until fld_page_no = 1
    go prev
  end repeat
  if line 5 of fld data = "ARGOS" then
    pop card
    unlock screen
    answer "No connection to ARGOS has been established..."
  else
    put line 5 of fld data into it
    go to stack ARGOS
    go to card it
    unlock screen
  end if
end mouseUp

..... BKND #24, BUTTON #6: New Button .....
on mouseUp
  go prev
end mouseUp

..... BKND #24, BUTTON #7: New Button .....
on mouseUp
  visual effect dissolve
  put field "MRC-no" & "--movie" into it
  push card
  go to card it
end mouseUp

..... BKND #24, BUTTON #8: New Button .....
on mouseUp

```

```

pop card
end mouseUp

..... BKGDND #24, BUTTON #9: New Button .....
on mouseUp
  push card
  lock screen-
  repeat until fld page_no = 1
  go prev
  end repeat
  get line 2 of field data
  go to card it of stack Log
  If the result is not empty then
    pop card
    answer "No Log card for this place of equipment"
    unlock screen
  else
    unlock screen
  end if
end mouseUp

..... BKGDND #24, BUTTON #11: New Button .....
on mouseUp
  pop card
end mouseUp

..... BKGDND #24, BUTTON #12: New Button .....
on mouseUp
  ask "WHICH MRC DO YOU WISH TO VIEW" with "MRC NUMBER"
  If (it is empty) then
    exit mouseUp
  else
    lock screen
    find whole it in field "MRC"
    If the result = empty then
      put the foundtext into dest
      push card
      go to card dest
      unlock screen
    else
      unlock screen
      exit mouseUp
    end if
  end mouseUp

..... CARD #7, FIELD #1: period .....
on mouseUp
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of field "MRC"
  put the selection into cardName
  push card
  go to card cardName
end mouseUp

-- This function toggles the two different views of the days - manhours
-- distribution. It shows the list mode
on mouseUp
  -- show the list
  show card fld days_mh
  -- change the button to the inverse one
  show button show_chart
  -- hide this button
  hide me
  -- exit event
end mouseUp

..... CARD #8, BUTTON #2: show_chart .....
-- This function toggles the two different views of the days - manhours
-- distribution. It shows the graph mode
on mouseUp
  -- hide the list so that the graph under it can be seen
  hide card fld days_mh
  -- change the button to the inverse one
  show button show_list
  -- hide this button
  hide me
  -- exit event
end mouseUp

..... CARO #9, BUTTON #8: crd_but_go_prev .....
on mouseUp
  go prev
end mouseUp

..... CARD #9, BUTTON #9: crd_but_go_next .....
on mouseUp
  go next
end mouseUp

..... CARO #10, BUTTON #1: Enter today's date .....
on mouseUp
  set the hilitte of me to not the hilitte of me
end mouseUp

..... CARO #10, BUTTON #4: Go to pub .....
on mouseUp
  set the hilitte of me to not the hilitte of me
end mouseUp

..... CARD #10, BUTTON #5: Modify pubs .....
on mouseUp
  set the hilitte of me to not the hilitte of me
end mouseUp

..... CARD #10, BUTTON #7: Go to drawing .....
on mouseUp
  set the hilitte of me to not the hilitte of me
end mouseUp

..... CARD #10, BUTTON #8: Modify drawings .....
on mouseUp
  set the hilitte of me to not the hilitte of me
end mouseUp

..... CARD #10, BUTTON #10: Dial mfcctr .....
on mouseUp

```

```

***** CARD #10, BUTTON #11: Remove date *****
on mouseUp
    set the hllite of me to not the hllite of me
end mouseUp

***** CARD #10, BUTTON #12: Enter other date *****
on mouseUp
    set the hllite of me to not the hllite of me
end mouseUp

***** CARD #10, BUTTON #14: Add data *****
on mouseUp
    set the hllite of me to not the hllite of me
end mouseUp

***** CARD #10, BUTTON #15: Modify remarks *****
on mouseUp
    set the hllite of me to not the hllite of me
end mouseUp

***** CARD #10, BUTTON #18: Done *****
on mouseUp
    -- find if this option is not checked
    if not the hllite of me then
        -- if it is not checked, check it
        set the hllite of me to true
    -- check the general button too
    else
        set the hllite of button "Check job" to true
    end if
end mouseUp

-- but if it is checked, uncheck it
set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "Cancel check" and
not the hllite of button "Done" then
    -- and if not, uncheck the general button too
    set the hllite of button "Check job" to false
end if
end mouseUp

***** CARD #10, BUTTON #23: Add a job *****
on mouseUp
    -- find if this option is not checked
    if not the hllite of me then
        -- if it is not checked, check it
        set the hllite of me to true
    -- check the general button too
    else
        set the hllite of button "Arrange repair job" to true
    end if
end mouseUp

-- but if it is checked, uncheck it
set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "Delete a job" and
not the hllite of button "Transfer a job" then
    -- and if not, uncheck the general button too
    set the hllite of button "Arrange repair job" to false
end if
end mouseUp

***** CARD #10, BUTTON #24: Delete a job *****
on mouseUp
    -- find if this option is not checked
    if not the hllite of me then
        -- if it is not checked, check it
        set the hllite of me to true
    -- check the general button too
    else
        set the hllite of button "Arrange repair job" to true
    end if
end mouseUp

-- but if it is checked, uncheck it
set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "Add a job" and
not the hllite of button "Transfer a job" then
    -- and if not, uncheck the general button too
    set the hllite of button "Arrange repair job" to false
end if
end mouseUp

***** CARD #10, BUTTON #25: Transfer a job *****
on mouseUp
    -- find if this option is not checked
    if not the hllite of me then
        -- if it is not checked, check it
        set the hllite of me to true
    -- check the general button too
    else
        set the hllite of button "Arrange repair job" to true
    end if
end mouseUp

-- but if it is checked, uncheck it
set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "Add a job" and
not the hllite of button "Transfer a job" then
    -- and if not, uncheck the general button too
    set the hllite of button "Arrange repair job" to false
end if
end mouseUp

***** CARD #10, BUTTON #20: Cancel PMS job *****
on mouseUp
    -- find if this option is not checked

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set the hllite of button "Arrange repair job" to true
else
-- but if it is checked, uncheck it
set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "Delete a job" and
not the hllite of button "Add a job" then
-- and if not, uncheck the the general button too
set the hllite of button "Arrange repair job" to false
end if
end mouseUp
end mouseUp

***** CARD #10, BUTTON #27: Fill *****
on mouseUp
-- find if this option is not checked
if not the hllite of me then
-- if it is not checked, check it
set the hllite of me to true
-- check the general button too
set the hllite of button "Notes" to true
else
-- but if it is checked, uncheck it
set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "See" and
not the hllite of button "See all" then
-- and if not, uncheck the the general button too
set the hllite of button "Notes" to false
end if
end mouseUp

***** CARD #10, BUTTON #28: See *****
on mouseUp
-- find if this option is not checked
if not the hllite of me then
-- if it is not checked, check it
set the hllite of me to true
-- check the general button too
set the hllite of button "Notes" to true
else
-- but if it is checked, uncheck it
set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "Fill" and
not the hllite of button "See all" then
-- and if not, uncheck the the general button too
set the hllite of button "Notes" to false
end if
end mouseUp

***** CARD #10, BUTTON #29: See all *****
on mouseUp
-- find if this option is not checked
if not the hllite of me then
-- if it is not checked, check it
set the hllite of me to true
-- check the general button too
set the hllite of button "Notes" to true
else
-- but if it is checked, uncheck it
set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "Fill" and
not the hllite of button "See all" then
-- and if not, uncheck the the general button too
set the hllite of button "Notes" to false
end if
end mouseUp

***** CARD #10, BUTTON #31: Go to log *****
on mouseUp
-- find if this option is not checked
if not the hllite of me then
-- if it is not checked, check it
set the hllite of me to true
-- check the general button too
set the hllite of button "Equipment log DA" to true
else
-- but if it is checked, uncheck it
set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "Add job to log" then
-- and if not, uncheck the the general button too
set the hllite of button "Equipment log DA" to false
end if
end mouseUp

***** CARD #10, BUTTON #32: Add job to log *****
on mouseUp
-- find if this option is not checked
if not the hllite of me then
-- if it is not checked, check it
set the hllite of me to true
-- check the general button too
set the hllite of button "Equipment log DA" to true
else
-- but if it is checked, uncheck it
set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "Go to log" then
-- and if not, uncheck the the general button too
set the hllite of button "Equipment log DA" to false
end if
end mouseUp

***** CARD #10, BUTTON #34: Done repair *****
on mouseUp
-- find if this option is not checked
if not the hllite of me then
-- if it is not checked, check it
set the hllite of me to true
-- check the general button too
set the hllite of button "Check repair job" to true
else
-- but if it is checked, uncheck it
set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "Cancel check repair" and
not the hllite of button "Cancel repair job" then
-- and if not, uncheck the the general button too
set the hllite of button "Equipment log DA" to false
end if
end mouseUp

```

```

end if
end mouseUp

***** CARD #10, BUTTON #15: Cancel check repair *****
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button "personel" to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "Assign job" then
-- and if not, uncheck the the general button too
set the hilite of button "personel" to false
end if
end mouseUp

***** CARD #10, BUTTON #40: MRC card print *****
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button "print" to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "Today's DA card - 1 WC" and
not the hilite of button "Today's DA cards - all" and
not the hilite of button "Mip card print" and
not the hilite of button "Log card print" then
-- and if not, uncheck the the general button too
set the hilite of button "print" to false
end if
end mouseUp

***** CARD #10, BUTTON #41: Comment *****
on mouseUp
set the hilite of me to not the hilite of me
end mouseUp

***** CARD #10, BUTTON #42: Modify mfcfr data *****
on mouseUp
set the hilite of me to not the hilite of me
end mouseUp

***** CARD #10, BUTTON #45: EM01 *****
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button "E-1" to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "EM06" then
-- and if not, uncheck the the general button too
set the hilite of button "E-1" to false
end mouseUp

```

[illegible]

```

set the hllite of button "S-1" to true
else
-- but if it is checked, uncheck it
set the hllite of me to false
end if
end mouseUp

***** CARD #10, BUTTON #58: SS06 *****
on mouseUp
-- find if this option is not checked
if not the hllite of me then
-- if it is not checked, check it
set the hllite of me to true
-- check the general button too
set the hllite of button "S-2" to true
else
-- but if it is checked, uncheck it
set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "SS05" and
not the hllite of button "SS03" then
-- and if not, uncheck the general button too
set the hllite of button "S-3" to false
end if
end mouseUp

***** CARD #10, BUTTON #64: SS01 *****
on mouseUp
-- find if this option is not checked
if not the hllite of me then
-- if it is not checked, check it
set the hllite of me to true
-- check the general button too
set the hllite of button "S-4" to true
else
-- but if it is checked, uncheck it
set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "SS04" then
-- and if not, uncheck the general button too
set the hllite of button "S-4" to false
end if
end mouseUp

***** CARD #10, BUTTON #65: SS04 *****
on mouseUp
-- find if this option is not checked
if not the hllite of me then
-- if it is not checked, check it
set the hllite of me to true
-- check the general button too
set the hllite of button "S-4" to true
else
-- but if it is checked, uncheck it
set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "SS01" then
-- and if not, uncheck the general button too
set the hllite of button "S-4" to false
end if
end mouseUp

***** CARD #10, BUTTON #68: OC01 *****
on mouseUp
-- find if this option is not checked
if not the hllite of me then
-- if it is not checked, check it
set the hllite of me to true
-- check the general button too
set the hllite of button "S-4" to true
else
-- but if it is checked, uncheck it
set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "SS01" then
-- and if not, uncheck the general button too
set the hllite of button "S-4" to false
end if
end mouseUp

***** CARD #10, BUTTON #62: SS07 *****
on mouseUp
-- find if this option is not checked
if not the hllite of me then
-- if it is not checked, check it
set the hllite of me to true
-- check the general button too
set the hllite of button "S-3" to true
else
-- but if it is checked, uncheck it
set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "SS03" and
not the hllite of button "SS07" then
-- and if not, uncheck the general button too
set the hllite of button "S-3" to false
end if
end mouseUp

```





```

end if
end mouseUp

..... CARD #10, BUTTON #82: CS06 .....
on mouseUp
-- find if this option is not checked
if not the hilitte of me then
-- if it is not checked, check it
set the hilitte of me to true
-- check the general button too
set the hilitte of button "CS-3" to true
else
-- but if it is checked, uncheck it
set the hilitte of me to false
-- check if any other button of this category is checked...
if not the hilitte of button "CS04" and
not the hilitte of button "CS05" then
-- and if not, uncheck the the general button too
set the hilitte of button "CS-3" to false
end if
end if
end mouseUp

..... CARD #10, BUTTON #84: CS07 .....
on mouseUp
-- find if this option is not checked
if not the hilitte of me then
-- if it is not checked, check it
set the hilitte of me to true
-- check the general button too
set the hilitte of button "CS-4" to true
else
-- but if it is checked, uncheck it
set the hilitte of me to false
-- check if any other button of this category is checked...
if not the hilitte of button "MIP-MRC cards" and
not the hilitte of button "MIP-MRC cards in PMS database" and
not the hilitte of button "Delete a MIP set" and
not the hilitte of button "MC responsibility" and
not the hilitte of button "Empty PMS database" then
-- and if not, uncheck the the general button too
set the hilitte of button "Toolbox to false"
end if
end if
end mouseUp

..... CARD #10, BUTTON #85: CS08 .....
on mouseUp
-- find if this option is not checked
if not the hilitte of me then
-- if it is not checked, check it
set the hilitte of me to true
-- check the general button too
set the hilitte of button "CS-4" to true
else
-- but if it is checked, uncheck it
set the hilitte of me to false
-- check if any other button of this category is checked...
if not the hilitte of button "Add more MIP cards" and
not the hilitte of button "MIP-MRC cards in PMS database" and
not the hilitte of button "Delete a MIP set" and
not the hilitte of button "MC responsibility" and
not the hilitte of button "Empty PMS database" then
-- and if not, uncheck the the general button too
set the hilitte of button "Toolbox to false"
end if
end if
end mouseUp

..... CARD #10, BUTTON #86: CS09 .....
on mouseUp
-- find if this option is not checked
if not the hilitte of me then
-- if it is not checked, check it
set the hilitte of me to true
-- check the general button too
set the hilitte of button "CS-4" to true
else
-- but if it is checked, uncheck it
set the hilitte of me to false
-- check if any other button of this category is checked...
if not the hilitte of button "Add more MIP cards" and
not the hilitte of button "Convert MIP-MRC file to stack" and
not the hilitte of button "Delete a MIP set" and
not the hilitte of button "MC responsibility" and
not the hilitte of button "MIP-MRC cards in PMS database" then
-- and if not, uncheck the the general button too
set the hilitte of button "Toolbox to false"
end if
end if
end mouseUp

```

```

..... CARD #10, BUTTON #91: MIP-MRC cards in PMS database .....
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button Toolbox to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "Add more MIP cards" and
not the hilite of button "Convert MIP-MRC file to stack" and
not the hilite of button "Delete a MIP set" and
not the hilite of button "MC responsibility" and
not the hilite of button "Empty PMS database" then
-- and if not, uncheck the the general button too
set the hilite of button Toolbox to false
end if
end mouseUp

..... CARD #10, BUTTON #92: Delete a MIP set .....
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button Toolbox to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "Add more MIP cards" and
not the hilite of button "Convert MIP-MRC file to stack" and
not the hilite of button "MIP-MRC cards in PMS database" and
not the hilite of button "MC responsibility" and
not the hilite of button "Empty PMS database" then
-- and if not, uncheck the the general button too
set the hilite of button Toolbox to false
end if
end mouseUp

..... CARD #10, BUTTON #95: Add new member .....
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button Password to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "Remove a member" and
not the hilite of button "Change member's access" and
not the hilite of button "Change my password" then
-- and if not, uncheck the the general button too
set the hilite of button Password to false
end if
end mouseUp

..... CARD #10, BUTTON #96: Remove a member .....
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button Password to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "Add new member" and
not the hilite of button "Change member's access" and
not the hilite of button "Change my password" then
-- and if not, uncheck the the general button too
set the hilite of button Password to false
end if
end mouseUp

..... CARD #10, BUTTON #97: Change member's access .....
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button Password to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "Add new member" and
not the hilite of button "Remove a member" and
not the hilite of button "Change my password" then
-- and if not, uncheck the the general button too
set the hilite of button Password to false
end if
end mouseUp

..... CARD #10, BUTTON #99: For entire ship .....
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button "Spot checks" to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "For one MC" then
-- and if not, uncheck the the general button too
set the hilite of button "Spot checks" to false
end if
end mouseUp

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..... CARD #10, BUTTON #100; For one WC .....
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button "Spot checks" to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "For entire ship" then
-- and if not, uncheck the the general button too
set the hilite of button "Spot checks" to false
end if
end if
end mouseUp

..... CARD #10, BUTTON #102; Today's DA cards - all .....
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button "Print" to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "Today's DA card - 1 WC" and
not the hilite of button "MRC card print" and
not the hilite of button "MIP card print" then
-- and if not, uncheck the the general button too
set the hilite of button "Go DA" to false
end if
end mouseUp

..... CARD #10, BUTTON #104; MIP card print .....
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button "Print" to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "Today's DA card - 1 WC" and
not the hilite of button "Today's DA cards - all" and
not the hilite of button "MRC card print" and
not the hilite of button "Log card print" then
-- and if not, uncheck the the general button too
set the hilite of button "Print" to false
end if
end mouseUp

..... CARD #10, BUTTON #105; MRC card .....
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button "Go DA" to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "MIP card" then
-- and if not, uncheck the the general button too
set the hilite of button "Go DA" to false
end if
end mouseUp

..... CARD #10, BUTTON #106; Log card print .....
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button "Print" to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "Today's DA card - 1 WC" and
not the hilite of button "Today's DA cards - all" and
not the hilite of button "MRC card print" and
not the hilite of button "MIP card print" then
-- and if not, uncheck the the general button too
set the hilite of button "Print" to false
end if
end mouseUp

..... CARD #10, BUTTON #108; % done diagram - 1 WC .....
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button "Print" to false
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "Today's DA card - 1 WC" and
not the hilite of button "Today's DA cards - all" and
not the hilite of button "MRC card print" and
not the hilite of button "Log card print" then
-- and if not, uncheck the the general button too
set the hilite of button "Print" to false
end if
end mouseUp

```



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on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button "Reports & messages" to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "% done diagram - all WC" and
not the hilite of button "Bar coded label" and
not the hilite of button "Navy message" and
not the hilite of button "Ext. rep req" then
-- and if not, uncheck the the general button too
set the hilite of button "Reports & messages" to false
end if
end mouseUp

----- CARD #10, BUTTON #109: % done diagram - all WC -----
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button "Reports & messages" to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "% done diagram - 1 WC" and
not the hilite of button "Bar coded label" and
not the hilite of button "Navy message" and
not the hilite of button "Ext. rep req" then
-- and if not, uncheck the the general button too
set the hilite of button "Reports & messages" to false
end if
end mouseUp

----- CARD #10, BUTTON #110: Navy message -----
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button "Reports & messages" to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "% done diagram - all WC" and
not the hilite of button "option 1" and
not the hilite of button "% done diagram - 1 WC" and
not the hilite of button "Ext. rep req" then
-- and if not, uncheck the the general button too
set the hilite of button "Reports & messages" to false
end if
end mouseUp

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----- CARD #10, BUTTON #111: Ext. rep req -----
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button "Reports & messages" to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "% done diagram - all WC" and
not the hilite of button "option 1" and
not the hilite of button "Navy message" and
not the hilite of button "% done diagram - 1 WC" then
-- and if not, uncheck the the general button too
set the hilite of button "Reports & messages" to false
end if
end mouseUp

----- CARD #10, BUTTON #112: MIP card -----
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button "Go DA" to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "MRC card" then
-- and if not, uncheck the the general button too
set the hilite of button "Go DA" to false
end if
end mouseUp

----- CARD #10, BUTTON #116: Next quarter -----
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button "Schedule" to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
set the hilite of button "Schedule" to false
end if
end mouseUp

----- CARD #10, BUTTON #117: Go -----
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it

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-- but if it is checked, uncheck it if no subcategory is checked
if not the hllite of button "MRC card go" and
not the hllite of button "MIP card go" and
not the hllite of button "Log card go" then
    set the hllite of me to false
end if
end if
end mouseUp

***** CARD #10, BUTTON #118: MRC card go *****
on mouseUp
-- find if this option is not checked
if not the hllite of me then
    -- if it is not checked, check it
    set the hllite of me to true
-- check the general button too
-- set the hllite of button "Go" to true
else
    -- but if it is checked, uncheck it
    set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "MIP card go" and
not the hllite of button "Log card go" then
    -- and if not, uncheck the the general button too
    set the hllite of button "Go" to false
end if
end if
end mouseUp

***** CARD #10, BUTTON #119: MIP card go *****
on mouseUp
-- find if this option is not checked
if not the hllite of me then
    -- if it is not checked, check it
    set the hllite of me to true
-- check the general button too
-- set the hllite of button "Go" to true
else
    -- but if it is checked, uncheck it
    set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "MRC card go" and
not the hllite of button "Log card go" then
    -- and if not, uncheck the the general button too
    set the hllite of button "Go" to false
end if
end if
end mouseUp

***** CARD #10, BUTTON #120: Bar coded label *****
on mouseUp
-- find if this option is not checked
if not the hllite of me then
    -- if it is not checked, check it
    set the hllite of me to true
-- check the general button too
-- set the hllite of button "Reports & messages" to true
else
    -- but if it is checked, uncheck it
    set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "A done diagram - all WC" and
not the hllite of button "A done diagram - 1 WC" and
not the hllite of button "Navy message" and

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not the hllite of button "Ext. rep req" then
    -- and if not, uncheck the the general button too
    set the hllite of button "Reports & messages" to false
end if
end if
end mouseUp

***** CARD #10, BUTTON #121: Log card go *****
on mouseUp
-- find if this option is not checked
if not the hllite of me then
    -- if it is not checked, check it
    set the hllite of me to true
-- check the general button too
-- set the hllite of button "Go" to true
else
    -- but if it is checked, uncheck it
    set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "MIP card go" and
not the hllite of button "MRC card go" then
    -- and if not, uncheck the the general button too
    set the hllite of button "Go" to false
end if
end if
end mouseUp

***** CARD #10, BUTTON #123: Add entry *****
on mouseUp
-- find if this option is not checked
if not the hllite of me then
    -- if it is not checked, check it
    set the hllite of me to true
-- check the general button too
-- set the hllite of button "Equipment log" to true
else
    -- but if it is checked, uncheck it
    set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "Del entry" then
    -- and if not, uncheck the the general button too
    set the hllite of button "Equipment log" to false
end if
end if
end mouseUp

***** CARD #10, BUTTON #125: Change my password *****
on mouseUp
-- find if this option is not checked
if not the hllite of me then
    -- if it is not checked, check it
    set the hllite of me to true
-- check the general button too
-- set the hllite of button Password to true
else
    -- but if it is checked, uncheck it
    set the hllite of me to false
-- check if any other button of this category is checked...
if not the hllite of button "Add new member" and
not the hllite of button "Remove a member" and
not the hllite of button "Change member's access" then
    -- and if not, uncheck the the general button too
    set the hllite of button Password to false
end if

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```

end if
end mouseUp

***** CARD #10, BUTTON #126: Add more MIP cards *****
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button Toolbox to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "Convert MIP-MRC file to stack" and
not the hilite of button "MIP-MRC cards in PMS database" and
not the hilite of button "Delete a MIP set" and
not the hilite of button "WC responsibility" and
not the hilite of button "Empty PMS database" then
-- and if not, uncheck the the general button too
set the hilite of button Toolbox to false
end if
end if
end mouseUp

***** CARD #10, BUTTON #127: Del entry *****
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button "Equipment log" to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "Add entry" then
-- and if not, uncheck the the general button too
set the hilite of button "Equipment log" to false
end if
end if
end mouseUp

***** CARD #10, BUTTON #128: WC responsibility *****
on mouseUp
-- find if this option is not checked
if not the hilite of me then
-- if it is not checked, check it
set the hilite of me to true
-- check the general button too
set the hilite of button Toolbox to true
else
-- but if it is checked, uncheck it
set the hilite of me to false
-- check if any other button of this category is checked...
if not the hilite of button "Convert MIP-MRC file to stack" and
not the hilite of button "MIP-MRC cards in PMS database" and
not the hilite of button "Empty PMS database" and
not the hilite of button "Delete a MIP set" then
-- and if not, uncheck the the general button too
set the hilite of button Toolbox to false
end if
end if
end mouseUp

***** CARD #12, BUTTON #1: New Button *****
on mouseUp
put the number of me into it
hide me
show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #2: New Button *****
on mouseUp
put the number of me into it
hide me
show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #3: New Button *****
on mouseUp
put the number of me into it
hide me
show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #4: New Button *****
on mouseUp
put the number of me into it
hide me
show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #5: New Button *****
on mouseUp
put the number of me into it
hide me
show button (it - 4)
end mouseUp

***** CARD #12, BUTTON #6: New Button *****
on mouseUp
put the number of me into it
hide me
show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #7: New Button *****
on mouseUp
put the number of me into it
hide me
show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #8: New Button *****
on mouseUp
put the number of me into it
hide me
show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #9: New Button *****
on mouseUp
put the number of me into it
hide me
show button (it + 1)
end mouseUp

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show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #10: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it - 4)
end mouseUp

..... CARD #12, BUTTON #11: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #12: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #13: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #14: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #15: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it - 4)
end mouseUp

..... CARD #12, BUTTON #16: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #17: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #18: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #19: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #20: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #21: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #22: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #23: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #24: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #25: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it - 4)
end mouseUp

..... CARD #12, BUTTON #26: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #27: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp
```



```

..... CARD #12, BUTTON #28: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

```

```

..... CARD #12, BUTTON #29: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

```

```

..... CARD #12, BUTTON #30: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it - 4)
end mouseUp

```

```

..... CARD #12, BUTTON #31: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

```

```

..... CARD #12, BUTTON #32: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

```

```

..... CARD #12, BUTTON #33: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

```

```

..... CARD #12, BUTTON #34: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

```

```

..... CARD #12, BUTTON #35: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it - 4)
end mouseUp

```

```

..... CARD #12, BUTTON #36: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

```

```

..... CARD #12, BUTTON #37: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

```

```

..... CARD #12, BUTTON #38: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

```

```

..... CARD #12, BUTTON #39: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

```

```

..... CARD #12, BUTTON #40: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it - 4)
end mouseUp

```

```

..... CARD #12, BUTTON #41: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

```

```

..... CARD #12, BUTTON #42: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

```

```

..... CARD #12, BUTTON #43: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

```

```

..... CARD #12, BUTTON #44: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

```

```

..... CARD #12, BUTTON #45: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it - 4)
end mouseUp

```

```

on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #47: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #48: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #49: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #50: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #51: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #52: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #53: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #54: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #55: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #56: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #57: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #58: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #59: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #60: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #61: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #62: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #63: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #64: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

```

```

hide me
show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #65: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it - 4)
end mouseUp

***** CARD #12, BUTTON #66: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #67: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #68: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #69: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #70: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it - 4)
end mouseUp

***** CARD #12, BUTTON #71: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #72: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #73: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #74: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #75: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it - 4)
end mouseUp

***** CARD #12, BUTTON #76: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #77: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #78: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #79: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #80: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it - 4)
end mouseUp

***** CARD #12, BUTTON #81: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #82: New Button *****
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

```

```

end mouseUp

..... CARD #12, BUTTON #83: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #84: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #85: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it - 4)
end mouseUp

..... CARD #12, BUTTON #86: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #87: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #88: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 2)
end mouseUp

..... CARD #12, BUTTON #89: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #90: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it - 4)
end mouseUp

..... CARD #12, BUTTON #91: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #92: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #93: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #94: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #95: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it - 4)
end mouseUp

..... CARD #12, BUTTON #96: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #97: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #98: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #99: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #100: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it - 4)
end mouseUp

```



```

..... CARD #12, BUTTON #101: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it - 4)
end mouseUp

..... CARD #12, BUTTON #102: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #103: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #104: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #105: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it - 4)
end mouseUp

..... CARD #12, BUTTON #106: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #107: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #108: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #109: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #110: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #111: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it - 4)
end mouseUp

..... CARD #12, BUTTON #112: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #113: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #114: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #115: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it - 4)
end mouseUp

..... CARD #12, BUTTON #116: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #117: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #118: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #119: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

```

```

put the number of me into it
hide me
show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #120: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it - 4)
end mouseUp

..... CARD #12, BUTTON #121: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #122: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #123: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #124: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #125: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #126: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it - 4)
end mouseUp

..... CARD #12, BUTTON #127: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #128: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #129: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #130: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it - 4)
end mouseUp

..... CARD #12, BUTTON #131: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #132: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #133: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #134: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #135: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it - 4)
end mouseUp

..... CARD #12, BUTTON #136: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #137: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

```

```
show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #138: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #139: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #140: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it - 4)
end mouseUp

..... CARD #12, BUTTON #141: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #142: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #143: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #144: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #145: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it - 4)
end mouseUp

..... CARD #12, BUTTON #146: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #147: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #148: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #149: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #150: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it - 4)
end mouseUp

..... CARD #12, BUTTON #151: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #152: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #153: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #154: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #155: New Button .....
on mouseUp
  put the number of me into it
  hide me
  show button (it - 4)
end mouseUp
```

```
..... CARD #12, BUTTON #156: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #157: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #158: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #159: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #160: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it - 4)
end mouseUp

..... CARD #12, BUTTON #161: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #162: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #163: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #164: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #165: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it - 4)
end mouseUp

..... CARD #12, BUTTON #166: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #167: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #168: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #169: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #170: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it - 4)
end mouseUp

..... CARD #12, BUTTON #171: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #172: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #173: New Button .....
on mouseUp
    put the number of me into it
    hide me
    show button (it + 1)
end mouseUp

..... CARD #12, BUTTON #174: New Button .....
```



```

on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #175: New Button *****
on mouseUp
  put the number of me into it
  hide me
  show button (it - 4)
end mouseUp

***** CARD #12, BUTTON #176: New Button *****
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #177: New Button *****
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #178: New Button *****
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #179: New Button *****
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #180: New Button *****
on mouseUp
  put the number of me into it
  hide me
  show button (it - 4)
end mouseUp

***** CARD #12, BUTTON #181: New Button *****
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #182: New Button *****
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #183: New Button *****
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #184: New Button *****
on mouseUp
  put the number of me into it
  hide me
  show button (it + 1)
end mouseUp

***** CARD #12, BUTTON #185: New Button *****
on mouseUp
  put the number of me into it
  hide me
  show button (it - 4)
end mouseUp

***** CARD #23, BUTTON #1: anchor *****
on mouseDown
  do_select
end mouseDown

***** CARD #23, BUTTON #2: at_sea *****
on mouseDown
  do_select
end mouseDown

***** CARD #23, BUTTON #3: flag *****
on mouseDown
  do_select
end mouseDown

***** CARD #23, BUTTON #4: overhaul *****
on mouseDown
  do_select
end mouseDown

***** CARD #23, BUTTON #5: inactive *****
on mouseDown
  do_select
end mouseDown

***** CARD #24, BUTTON #1: go_next *****
on mouseUp
  go next
end mouseUp

SCRIPTS FOR STACK: compl_report

***** BACKGROUND #1: report_graph *****
on openCard
  hide menubar
end openCard

***** BKGD #1, BUTTON #1: print_only_me *****
on mouseUp
  lock screen
  hide bg button print_only_me
end mouseUp

```

```

hide bg button go_next
hide bg button go_prev
hide bg button go_to_driver
hide bg button "Performance Report"
print this card
show bg button print_only_me
show bg button light_house
show bg button go_next
show bg button go_prev
show bg button go_to_driver
show bg button "Performance Report"
unlock screen
end mouseUp

***** BKGDND #1, BUTTON #2: LightHouse *****
on mouseUp
  go to card 1 of stack PMS_driver
end mouseUp

***** BKGDND #1, BUTTON #3: go_to_driver *****
on mouseUp
  go to card 2 of stack PMS_driver
end mouseUp

***** BKGDND #1, BUTTON #4: make_me *****
on mouseUp
  repeat with i = 1 to the number of lines of fld collect_info
    put item i of line 1 of fld collect_info into fld i
  end repeat
  repeat with i = 1 to the number of lines of fld collect_info
    if item 2 of line i of fld collect_info = "A" then
      put i + 5 - 4 into WHICH
      show button WHICH
    next repeat
  end if
  if item 2 of line 1 of fld collect_info = "B" then
    put i + 5 - 3 into WHICH
    show button WHICH
  next repeat
end if
if item 2 of line 1 of fld collect_info = "C" then
  put i + 5 - 2 into WHICH
  show button WHICH
next repeat
end if
if item 2 of line 1 of fld collect_info = "D" then
  put i + 5 - 1 into WHICH
  show button WHICH
next repeat
end if
if item 2 of line 1 of fld collect_info = "E" then
  put i + 5 into WHICH
  show button WHICH
end if

choose line tool
put -#6,- 4 round(281 - (item 3 of line 1 of fld collect_info
+ 1.5) into old_loc
repeat with i = 2 to the number of lines of fld collect_info
  put i + 12 + 74 into h
  put round(281 - (item 3 of line 1 of fld collect_info + 1.5) into v
  put h & "," & v into new_loc
  drag from old_loc to new_loc
  put new_loc into old_loc

```

```

end repeat
choose browse tool
put "PMS completed:" & average_of (collect_info,3) & " " into fld total_compl
put the number of lines of fld collect_info into DAY_NO
if DAY_NO = 30 then
  show button 156
else
  if DAY_NO = 29 then
    show button 157
  else
    if DAY_NO = 28 then
      show button 158
    end if
  end if
end mouseUp

function average_of fld_to,item_on
  put 0 into tot
  repeat with i = 1 to the number of lines of fld fld_to
    put tot + item item_on of line i of fld fld_to into tot
  end repeat
  put count + 1 into count
  return (tot / count) into TEMP_RES
  if TEMP_RES = trunc(TEMP_RES) > 0 then
    put (char 1 to (offset ("A",TEMP_RES) + 2) of TEMP_RES) into TEMP_RES
  end if
  return (TEMP_RES)
end average_of

***** BKGDND #1, BUTTON #5: go_next *****
on mouseUp
  go next
end mouseUp

***** BKGDND #1, BUTTON #6: go_prev *****
on mouseUp
  go prev
end mouseUp

SCRIPTS FOR STACK: General Label Storage

***** STACK SCRIPT *****
on closeStack
  if the freestyle of this stack > 0.15 & the size of this stack then
    doMenu "Compact Stack"
  end if
end closeStack

***** BACKGROUND #1: bar_code *****
on newCard
  put the date into fld bg_fld_date
  end newCard

***** BKGDND #1, FIELD #6: FSN *****
on returnInField
  put me into fld bar_coded_fld
  click at 135,211
end returnInField

***** BKGDND #1, FIELD #9: Out_by *****

```

```

on returnInField
  put me into fld_bar_encoded_fld
  click at 135,211
end returnInField

..... BKEND #1, BUTTON #1: print_it .....
on mouseUp
  -- ask the user for the quantity of labels he needs printed
  ask "How many copies do you need ?" with "-1"
  -- if he changed his mind...
  if it is "Cancel" or it is empty then
    -- exit event
    exit mouseUp
  -- but if not...
  else
    -- store the copies he needs temporarily
    put it into TIMES_TO_PRINT
    -- suspend screen drawing
    lock screen
    -- hide the buttons
    hide me
    hide bg button bq_but_throw_away
    hide bq button print_and_store
    hide bg button print_and_store_top
    -- do it for all copies
    repeat with i = 1 to TIMES_TO_PRINT
      print this card
    end repeat
    -- throw card away
    doMenu Delete Card
    -- go to driver's menu card
    go prev
    -- restore screen drawing
    unlock screen
    end if
  -- exit event
end mouseUp

..... BKEND #1, BUTTON #2: bq_but_throw_away .....
on mouseUp
  lock screen
  doMenu Delete Card
  go prev
  unlock screen
end mouseUp

..... BKEND #1, BUTTON #3: print_and_store .....
on mouseUp
  -- ask the user to which stack he wants this card stored
  ask "Store this label to:" with "General Label Storage"
  if it is empty or it is "CANCEL" then
    send mouseUp to bq button print_it
  else
    -- set cursor to wait
    set cursor to 4
    -- suspend screen refreshing
    lock screen
    -- check if stack exists
    put it into OEST
    push card
    doMenu "Copy Card"
    go to card 1 of stack OEST
    if the result is not empty then
      unlock screen

```

```

doMenu "New Stack..."
lock screen
doMenu "Paste Card"
go first
doMenu "Delete Card"
pop card
unlock screen
send mouseUp to bq button print_it
else
doMenu "Paste Card"
pop card
unlock screen
send mouseUp to bq button print_it
end if
-- restore screen drawing
unlock screen
-- exit event
end mouseUp

..... BKEND #1, BUTTON #4: print_and_store_top .....
on mouseDown
  set the hilite of bq button print_and_store to true
end mouseDown
on mouseUp
  set the hilite of bq button print_and_store to false
  send mouseUp to bq button print_and_store
end mouseUp

```

## SCRIPTS FOR STACK: Generic\_fld\_print

```

..... BKEND #1, BUTTON #1: print_me .....
on mouseUp
  global TRANSFERED_OATA
  hide me
  repeat for the number of cards - 1
    doMenu "Delete Card"
  end repeat
  put the number of lines of TRANSFERED_OATA into TOTAL_LINES
  put 1 into START_LINE
  put 28 into END_LINE
  repeat until START_LINE > TOTAL_LINES
    put line START_LINE to END_LINE of TRANSFERED_OATA into fld_generic_fld
    put END_LINE + 1 into START_LINE
    put START_LINE + 27 into END_LINE
  end repeat
  doMenu "New Card"
  end repeat
  doMenu "Delete Card"
  go first
  print all cards
  show me
end mouseUp

```

## SCRIPTS FOR STACK: Mip\_printed

```

..... BKEND #1, FIELD #7: test .....
on mouseUp
  put the mousev into it
  put (the scroll of me) + it into it

```

```

put (it div 12) into it
repeat until line it of field 6 is not empty
  subtract 1 from it
  if it < 1 then exit mouseUp
end repeat
put line it of field 6 into it
push card
go to card it
end mouseUp

..... BKGDND #1, FIELD #9: MRC .....
on mouseUp
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of me
  put the selection into cardName
  push card
  go to card cardName
end mouseUp

..... BKGDND #1, FIELD #9: MRCdescript .....
on mouseUp
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of field "MRC"
  put the selection into cardName
  push card
  go to card cardName
end mouseUp

..... BKGDND #1, FIELD #10: period .....
on mouseUp
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of field "MRC"
  put the selection into cardName
  push card
  go to card cardName
end mouseUp

..... BKGDND #1, FIELD #11: rates .....
on mouseUp
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of field "MRC"
  put the selection into cardName
  push card
  go to card cardName
end mouseUp

..... BKGDND #1, FIELD #11: rates .....
on mouseUp
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of me
  put the selection into cardName
  push card
  go to card cardName
end mouseUp

..... BKGDND #2, FIELD #5: MRC .....
on mouseUp
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of me
  put the selection into cardName
  push card
  go to card cardName
end mouseUp

..... BKGDND #2, FIELD #6: MRCdescript .....
on mouseUp
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of field "MRC"
  put the selection into cardName
  push card
  go to card cardName
end mouseUp

..... BKGDND #2, FIELD #7: period .....
on mouseUp
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of field "MRC"
  put the selection into cardName
  push card
  go to card cardName
end mouseUp

..... BKGDND #2, FIELD #7: period .....
on mouseUp
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of field "MRC"
  put the selection into cardName
  push card
  go to card cardName
end mouseUp

```



```

end mouseUp

..... BKCMD #2, FIELD #8: rates .....
on mouseUp
  put the mousev into it
  put ((the scroll of me) + it) into it
  subtract 96 from it
  put (it div 12) into it
  repeat until line it of field 6 is not empty
    subtract 1 from it
  if it < 1 then exit mouseUp
end repeat
put line it of field 6 into it
push card
go to card it
end mouseUp

..... BKCMD #2, FIELD #9: man .....
on mouseUp
  put the mousev into it
  put ((the scroll of me) + it) into it
  subtract 96 from it
  put (it div 12) into it
  repeat until line it of field 6 is not empty
    subtract 1 from it
  if it < 1 then exit mouseUp
end repeat
put line it of field 6 into it
push card
go to card it
end mouseUp

..... BKCMD #2, FIELD #10: telman .....
on mouseUp
  put the mousev into it
  put ((the scroll of me) + it) into it
  subtract 96 from it
  put (it div 12) into it
  repeat until line it of field 6 is not empty
    subtract 1 from it
  if it < 1 then exit mouseUp
end repeat
put line it of field 6 into it
push card
go to card it
end mouseUp

..... BKCMD #3, FIELD #2: test .....
on mouseUp
  put the mousev into it
  put ((the scroll of me) + it) into it
  subtract 96 from it
  put (it div 12) into it
  repeat until line it of field 6 is not empty
    subtract 1 from it
  if it < 1 then exit mouseUp
end repeat
put line it of field 6 into it
push card
go to card it
end mouseUp

..... BKCMD #3, FIELD #3: MRC .....
on mouseUp
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of me
  put the selection into cardName
  push card
  go to card cardName
end mouseUp

..... BKCMD #3, FIELD #4: MRCdescript .....
on mouseUp
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of field "MRC"
  put the selection into cardName
  push card
  go to card cardName
end mouseUp

..... BKCMD #3, FIELD #5: period .....
on mouseUp
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of field "MRC"
  put the selection into cardName
  push card
  go to card cardName
end mouseUp

..... BKCMD #3, FIELD #6: rates .....
on mouseUp
  put the mousev into it
  put ((the scroll of me) + it) into it
  subtract 96 from it
  put (it div 12) into it
  repeat until line it of field 6 is not empty
    subtract 1 from it
  if it < 1 then exit mouseUp
end repeat
put line it of field 6 into it
push card
go to card it
end mouseUp

..... BKCMD #3, FIELD #7: man .....
on mouseUp
  put the mousev into it
  put ((the scroll of me) + it) into it
  subtract 96 from it
  put (it div 12) into it
  repeat until line it of field 6 is not empty
    subtract 1 from it
  if it < 1 then exit mouseUp
end repeat
put line it of field 6 into it
push card
go to card it
end mouseUp

..... BKCMD #3, FIELD #8: telman .....
on mouseUp
  put the mousev into it
  put ((the scroll of me) + it) into it
  subtract 96 from it
  put (it div 12) into it
  repeat until line it of field 6 is not empty
    subtract 1 from it
  if it < 1 then exit mouseUp
end repeat
put line it of field 6 into it
push card
go to card it
end mouseUp

..... BKCMD #3, FIELD #9: MRC .....
on mouseUp
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of field "MRC"
  put the selection into cardName
  push card
  go to card cardName
end mouseUp

```

```

repeat until line lt of field 6 is not empty
  subtract 1 from lt
  if lt < 1 then exit mouseUp
end repeat
put line lt of field 6 into lt
push card
go to card lt
end mouseUp

```

## SCRIPTS FOR STACK: movies

```

***** BKGDND #1, BUTTON #4: LightHouse *****
on mouseUp
  go first
end mouseUp

***** BKGDND #1, BUTTON #5: New Button *****
on mouseUp
  pop card
end mouseUp

***** CARD #1, BUTTON #1: left *****
on mouseUp
  visual effect dissolve
  go next
end mouseUp

***** CARD #2, BUTTON #1: New Button *****
on mouseUp
  visual effect dissolve
  go prev
end mouseUp

```

## SCRIPTS FOR STACK: PMS Toolbox

```

***** BACKGROUND #1: MIP-1st page *****
function fieldsort thefield, sort_on_item
  put return & return into crcr
  get thefield
  repeat
    put offset(crcr, lt) into p
    if p = 0 then exit repeat
    delete char p of lt
    end repeat
    put lt into thefield
    repeat with primary - 1 to the number of lines in thefield - 1
      put primary into leastlinenum
      repeat with current - primary + 1 to the number of lines in thefield
        if item sort_on_item of line current of thefield < item sort_on_item of line least
          linenum of thefield then
            put current into leastlinenum
          end if
        end repeat
      if leastlinenum > primary then
        put line primary of thefield into temp
        put line leastlinenum of thefield into line primary of thefield
        put temp into line leastlinenum of thefield
      end if
    end repeat
  return thefield
end fieldsort

```

```

***** BKGDND #1, BUTTON #1: LightHouse *****
on mouseUp
  go to stack PMS_driver
end mouseUp

***** BKGDND #1, BUTTON #3: return *****
on mouseUp
  pop card
end mouseUp

***** BACKGROUND #2: MIP-1st page *****

***** BKGDND #2, FIELD #3: MIP List *****
on mouseUp
  get item 2 of the clickLoc - top of me + scroll of me
  put 1 + lt div the textheight of me into LineNum
  select Line LineNum of me
  put the selection into cardName
  push card
  visual effect scroll left
  push card
  go to stack cardName --new code
end mouseUp

***** BKGDND #2, BUTTON #1: LightHouse *****
on mouseUp
  go first
end mouseUp

***** CARD #1, BUTTON #1: append *****
-- This function takes a list of stacks and adds them to the end of
-- the PMS database.
on mouseUp
  -- prepare holder for MIP to append
  global DEST
  -- verify with the user that he really wants to proceed adding a MIP set
  answer "Proceed Adding a New Set ?" with "Cancel" or "OK"
  -- if he does...
  -- do it for all MIPs in the list
  repeat with new_mips - the number of lines of card fid mip_in down to 1
    -- preserve this card (toolbox card)
    push card
    -- inform the user
    show bg button "Working..."
    -- pick up the last stack in the list to be appended and store
    -- it in a global variable
    put line new_mips of card fid mip_in into DEST
    -- if nothing is there...
    if DEST is empty or DEST is return then
      -- pick up next
      next repeat
    end if
    -- but if something is there...
    -- report it into the field processed
    put DEST & return before card fid mip_out
    -- sort the field for easy viewing
    put fieldsort(card fid mip_out, 1) into card field mip_out
    -- remove it from the list of the ones to be processed
    delete line new_mips of card fid mip_in
    -- preserve toolbox card
    push card
    -- suspend screen drawing for faster execution

```

```

lock screen
-- go to this stack
go to stack DEST
-- if it is not found...
if the result is not empty then
-- go back to toolbox
pop card
-- pick up next MIP/MRC set to be processed
next repeat
-- but if it is there...
else
-- go back
pop card
end if
-- go to the PMS database
go to stack PMS
-- send event to the append button that is there top avoid back
-- and forth stack swapping
send mouseUp to bg button append
-- come back to toolbox
pop card
-- restore screen to inform user
unlock screen
end repeat
-- preserve card
push card
-- suspend screen drawing
lock screen
-- go to the PMS database
go to stack PMS
-- inform user
put "Compacting Stack ..... " into msg
-- compact the PMS database to make it perform faster
doMenu "Compact Stack"
-- return to the toolbox
pop card
-- flag out the updated field of the list card
put "NO" into card fld updated of card mip_mrc_list
-- restore screen
hide bg button "Working..."
unlock screen
-- click outside the fields
click at 31,178
-- hide the message box
hide msg
else
-- if the user does not want to proceed...Exit event
exit mouseUp
end if
-- get user's attention, to let him know the operation has been completed
play "Mozart"
-- exit event
end mouseUp

***** CARD #1, BUTTON #2: print_this_fld_add_mip *****
on mouseDown
global TRANSFERED_DATA
put "MIPS in" into popup
put return & "MIPs out" after popup
get HPOpupMenu(popup,0,the mousev,the mouseh)
if it is not zero then
put item 1 of it into theline
if theline = 1 then
put "card fld mip in" into print_what
put "MIPS TO ADD" & return into temp_label
end if
if theline = 2 then
put "card fld mip out" into print_what
put "MIPS ADDED" & return into temp_label
end if
put "PRINTED ON:" & " " & the date & " " & the time & return
& return into TRANSFERED_DATA
put temp_label & return & return after TRANSFERED_DATA
put the value of print_what after TRANSFERED_DATA
set cursor to 4
push card
lock screen
go to stack genetic_fld_print
send mouseUp to bg button print_me
pop card
unlock screen
put empty into TRANSFERED_DATA
end if
end mouseDown

***** CARD #2, BUTTON #1: New Button *****
on mouseUp
-- Inform user
show bg button "Working..."
-- set cursor to wait
set cursor to 4
-- set new location for the msg box
set the loc of msg to 15,247
-- empty the field to report newly missing MIPS
put empty into card fld mip_not_found
-- repeat for all the MIPS for this ship
repeat with l = 1 to the number of lines of card fld mip_in
-- mock the screen to let things roll faster
lock screen
-- check if the job has been processed before and if not...
if char 1 of line l of card fld mip_in is not "" then
-- calculate how many work centers are involved to this MIP
-- the number of items of line l of card fld mip_in into MC_PLUS_1
-- extract the MIP number
put item l of line l of card fld mip_in into MIP_EXAMINED
-- save temporarily the whole line
put line l of card fld mip_in into MIP_LINE
-- In form the user which MIP is getting processed
put "processing MIP # -> " & MIP_EXAMINED into msg
-- preserve the toolbox card
push card
-- go to the PMS database
go to stack PMS
-- look if this MIP is in the system
find MIP_EXAMINED in fld MIP
-- if it is, we are at the first page of this MIP card
if the result is empty then
-- move to the second page of the MIP card
go next
-- ...and from here repeat
repeat
-- move to the next page of the MRC
go next
-- check to recognize that it is the first page of the MRC card
if the short name of this bg is "MRC - 1st page." then
-- check if this MRC belongs to this MIP
if MIP_EXAMINED is not in line l of fld data then
-- ...and if not, exit the repeat loop

```

```

    exit repeat
    -- ...but if it belongs
    else
        -- clear the work center loop from previous attempts
        put empty into fld other wc involved
        -- repeat for all the work centers in the list
        repeat with lll - 2 to WC_PBUS_1
            -- put each work center in a new line of this field
            put item lll of MIP_LIST & return after fld other wc involved
            and repeat
        end if
    end if
end repeat
-- go back to the toolbox to report actions
pop card
-- mark this MIP "processed"
put -- before line 1 of card fld mip_in
-- but if it was not found...
else
    -- get back to the toolbox
    pop card
    -- report this MIP card as not found
    put MIP_EXAMINED & return after card fld mip_not_found
    -- restore screen to show changes
    unlock screen
end if
end if
-- repeat
-- relink the screen to let things happen at the background
lock screen
-- preserve this card
push card
-- prepare new variable
put empty into CHECK_IF_NO_WC
go to stack PMS
-- do it for all MRC cards
repeat with l - 1 to the number of cards of bg "MRC - 1st page."
    -- examine the work shops involved field
    get fld other wc_involved of card l of bg "MRC - 1st page."
    -- if no work centers are there
    if it is empty then
        -- find to what MIP this MRC belongs to
        get line 1 of fld data of card l of bg "MRC - 1st page."
        -- remove the first 4 characters to get only its number
        delete char 1 to 4 of it
        -- if it is not already reported as missing
        if it is not in CHECK_IF_NO_WC then
            -- put it into the variable to report it
            put it & return after CHECK_IF_NO_WC
        end if
    end if
end repeat
-- compact free space to return the space to the system
do menu "Compact stack"
-- return to the toolbox
pop card
-- if no bad MRCs were found
if CHECK_IF_NO_WC is empty then
    -- report it as success
    put "ALL MRCs OK !!!" into card fld not_processed
    -- but if there were some...
else
    -- put the results of the search into the appropriate fld

```

```

    put CHECK_IF_NO_WC into card fld not_processed
end if
-- play tune to get attention !!!
play "MOZART"
-- restore the screen
hide bg button "Working..."
-- restore the position of the message box
set the loc of msg to 22,300
-- hide the message box
hide msg
-- restore screens condition
unlock screen
-- exit event
end mouseUp

***** CARD #2, BUTTON #2: print_this_fid_add_mip *****
on mouseDown
    global TRANSFERED_DATA
    put "MIP-WC list" into popup
    put return & "MIP not in PMS DB" after popup
    put return & "Hot processed MIP" after popup
    get HPopUpMenu(popup,0,the mouseev,the mouseH)
    if it is not zero then
        put item 1 of it into theline
        if theline = 1 then
            put "card fld mip_in" into print_what
            put "WC RESPONSIBILITY LIST" & return into temp_label
            end if
        if theline = 2 then
            put "card fld mip_not_found" into print_what
            put "MIP HOT IN PMS DB" & return into temp_label
            end if
        if theline = 3 then
            put "card fld not_processed" into print_what
            put "MIP WITH NO WORK CENTER RESPONSIBLE FOR" & return into temp_label
            end if
        put "PRINTED ON:" & " " & the date & " " & the time & return
        & return into TRANSFERED_DATA
        put temp_label & return & return after TRANSFERED_DATA
        put the value of print_what after TRANSFERED_DATA
        push card
        lock screen
        go to stack generic_fid_print
        send mouseUp to bg button print_me
        pop card
        unlock screen
        put empty into TRANSFERED_DATA
        end if
    end mouseDown

***** CARD #3, BUTTON #1: del_mips *****
-- This function takes a list of MIP cards and goes in the PMS database
-- and deletes them along with their corresponding MRCs. It is used for
-- removing a MIP to be able to add a newer version of it.
on mouseUp
    -- inform the user
    show bg button "Working..."
    -- set cursor to wait
    set cursor to 4
    -- suspend screen drawing
    lock screen
    -- clear the field to report deleted MIPs
    put empty into card fld mip_del

```



```
-- do it for all MIPs to be deleted
repeat with i = the number of lines of card fld mlp_in down to 1
-- get the MIP to be deleted
put line i of card fld mlp_in into MIP_EXAMINED
-- preserve this card
push card
-- find the MIP card to be deleted
go to card MIP_EXAMINED of stack PMS
-- if this card is not there
if the result is not empty then
-- return to the preserved card to pick next MIP
pop card
-- ..but if it is
else
-- delete both pages of it
doMenu "Delete Card"
doMenu "Delete Card"
-- delete also all cards after this until you meet next MIP
repeat until the short name of this pg is "MIP-1st page"
doMenu "Delete Card"
end repeat
-- return to preserved card
pop card
-- report this MIP as deleted
put MIP_EXAMINED & return after card fld mlp_del
-- remove it from the ones to delete
delete line i of card fld mlp_in
end if
end repeat
-- preserve toolbox card
push card
-- go to the PMS database and compact it to give back to the system the freed space
doMenu "Compact stack"
-- return to toolbox
pop card
-- call the user's attention
play "MOZART"
-- restore screen
hide bg button "Working..."
unlock screen
-- exit event
end mouseup

***** CARD #3, BUTTON #2: print_this_fld_add_mip *****
on mouseDown
global TRANSFERRED_DATA
put "MIP to remove from PMS db" into popup
get HPOpupMenu(popup,0,the mouseV,the mouseH)
if it is not zero then
put item 1 of it into theline
if theline = 1 then
put "card fld mip_in" into print_what
put "MIP TO REMOVE FROM PMS DB" & return into temp_label
end if
if theline = 2 then
put "card fld mip_del" into print_what
put "MIP REMOVED FROM PMS DB" & return into temp_label
end if
put "PRINTED ON:" & " = & the date & " = & the time & return
& return into TRANSFERRED_DATA
put temp_label & return & return after TRANSFERRED_DATA
put the value of theline into theline
end
```

```
set cursor to 4
push card
lock screen
go to stack genetic fld print
send mouseup to bg button print_me
pop card
unlock screen
put empty into TRANSFERRED_DATA
end if
end mouseDown

***** CARD #4: file to stack *****
on closeCard
global check_var
if check_var = true then
exit closeCard
end if
if field "MIP LIST" = empty then
exit closeCard
end if
set lockscreen to true
put "1" into count
repeat for the number of lines of field "MIP LIST"
put line count of field "MIP LIST" & " = & line count of
card field "MIP NAME" into line count of
holder
put count + 1 into count
end repeat
put empty into field "MIP LIST"
put empty into card field "MIP NAME"
put fieldsort (holder) into holder
repeat for the number of lines of holder
put the number of words of line count of holder
into test
put word 1 of line count of holder
into line count of field "MIP LIST"
put word 2 to test of line count of holder
into line count of card field "MIP NAME"
put count + 1 into count
end repeat
put return after line count-1 of field "MIP LIST"
put return after line count-1 of card field "MIP NAME"
set lockscreen to false
put true into check_var
end closeCard

Function fieldsort thefield
put return & return into crcr
get thefield
repeat
put offset(crcr,it) into p
if p = 0 then exit repeat
delete char p of it
end repeat
put it into thefield
repeat with primary = 1 to the number of lines in thefield-1
put primary into leastlinenum
repeat with current = primary + 1 to the number of lines
in thefield
if line current of thefield < line leastlinenum of
the field then
put current into leastlinenum
end
```

```

end repeat
if leastlinenum > primary then
  put line primary of thefield into temp
  put line leastlinenum of thefield into line primary
  of thefield
  put temp into line leastlinenum of thefield
end if
end repeat
return thefield
end fieldsort

on idle
  set the scroll of field "MIP LIST" to scroll of card field "MIP NAME"
  -- put the number of lines in card field "MIP NAME" into card
  --field "number of mips"
end idle

***** CARD #4, FIELD #1: MIP NAME *****
on mouseup
  get item 2 of the clickloc - top of me + scroll of me
  put 1 + it div the textheight of me into LineNum
  select Line LineNum of card field "MIP LIST"
  put the selection into cardName
  push card
  visual effect scroll left
  go to stack cardName
end mouseup

***** CARD #4, FIELD #4: back *****
on mouseup
  hide me
end mouseup

***** CARD #4, BUTTON #1: Add MIP/MRCS *****
on mouseup
  -- This procedure is used to produce both MIP card and MRC card using
  -- files received from the navy's PMS data base
  -- All that is required prior running this procedure on a file received
  -- from the PMS database is to ensure that:
  -- 1. The file consists of only one MIP and its associated MRCS
  -- Change all * to blanks
  -- 3. Change the last ==> in the file to STOP

  global check_var,procedure1,hdtemp
  if hdtemp = empty then
    exit mouseup
  end if
  lock screen
  push card
  go to card "mip page 1 template" of stack "templates"
  do menu "NEW STACK..."
  set the name of this stack to "Temp"
  pop card
  unlock screen
  put the number of lines of field list into listtemp
  repeat with i - 1 to the number of lines of field -list-
    put listtemp - 1 into card field "number of MIPs"
    if hdtemp = empty then
      exit mouseup
    end if
    put hdtemp into infile
    put line i of field -list- into it
    set cursor to watch

```

```

put it after infile
go to card "file to stack" of this stack
lock screen
show card field prompt
unlock screen with visual wipe right
open file infile
read from file infile until return
repeat until (char 3 to 5 of it = "MIP")
  read from file infile until return
end repeat
put char 11 to 21 of it into MipNom
find MipNom in field "Mip list" of card "file to stack"
-- "Looking to see if information is already in the database"
if the result = empty then
  put listtemp - 1 into listtemp
  close file infile
  next repeat
end if
put char 61 to 74 of it into cdate
put empty into config1
repeat until (char 4 to 14 of it = "Ship System")
  read from file infile until return
end repeat
repeat until (char 3 of it <> " ")
  read from file infile until return
end repeat
put char 3 to 50 of it & return into MipName
put char 3 to 50 of it & return into MipName
put char 65 to 90 of it & return into Pub
repeat until ((char 3 of it = " ") or (char 65 of it = " "))
  read from file infile until return
  put char 3 to 50 of it after MipName
  put char 3 to 50 of it after MipName
  put char 65 to 90 of it & return after Pub
end repeat
repeat until ((char 4 to 16 of it = "CONFIGURATION" or
(char 3 to 5 of it = "T O"))
  read from file infile until return
end repeat
if (char 4 to 16 of it = "CONFIGURATION" then
  read from file infile until return
  repeat until (char 3 to 5 of it = "T O")
    if (char 3 to 5 of it = "T O") then
      exit repeat
    end if
  end if
  read from file infile until return
  if (char 3 to 5 of it = "T O") then
    exit repeat
  end if
  read from file infile until return
  if (char 3 to 5 of it = "T O") then
    exit repeat
  end if
  put char 3 to 110 of it & return after config1
end repeat
end if
repeat until (char 3 to 5 of it = "T O")
  read from file infile until return
end repeat
read from file infile until return
put false into inactive_test
put empty into in_MRC
put empty into act_MRC
put empty into in_MRC_data
put empty into MRC_data
put - - & return after test1
put - - & return after MRC1

```

```

put " " & return after descript
put " " & return after pl
put " " & return after r1
put " " & return after m1
put " " & return after rel1
put 0 into tapetest
repeat until (char 3 to 9 of it = "END MIP")
  if char 3 to 9 of it = "END MIP" then
    exit repeat
  end if
  if char 11 of it <> " " then
    add 1 to tapetest
  end if
  if char 10 of it = " " then
    put " " into char 10 of it
  end if
  if char 33 to 62 of it = "INACTIVE EQUIPMENT MAINTENANCE" then
    put true into inactive_test
  end if
  if inactive_test then
    if char 11 of it <> " " then
      put char 10 to 19 of it & return after in_mrc
    end if
    else
      if char 11 of it <> " " then
        put char 10 to 19 of it & return after act_mrc
      end if
      if (char 11 of it <> " ") or (char 76 of it <> " ") or
        (char 94 of it <> " ") then
        put char 10 to 19 of it & " " into mrc2
        put char 76 to 78 of it & " " into p2
        put char 94 to 96 of it into m2temp
        if (m2temp = "Var" or m2temp = "les") then
          put " " into m2
        else
          put char 94 to 96 of it & " " into m2
        end if
        put char 99 to 102 of it & " " into rel2
        if inactive_test then
          put mrc2 & p2 & m2 & rel2 & return after in_mrc_data
        else
          put mrc2 & p2 & m2 & rel2 & return after mrc_data
        end if
      end if
      put char 3 of it & return after test1
      if char 10 of it = " " then
        put char 10 to 19 of it & return after mrc1
      else
        put char 11 to 19 of it & return after mrc1
      end if
      put char 23 to 72 of it & return after descript
      put char 76 to 78 of it & return after pl
      put char 84 to 89 of it & return after r1
      put char 94 to 96 of it into m1temp
      if (m1temp = "Var" or m1temp = "les") then
        put " " & return after m1
      else
        put char 94 to 96 of it & return after m1
      end if
      put char 99 to 102 of it & return after rel1
      read from file infile until return
    end repeat
    put mipnom & return after field "MIP list"
  end if

```

```

put mipname & return after card field "MIP NAME"
put false into check_var
read from file infile until return
lock screen
go to stack "templates"
go to card "mip page 1 template"
doMenu "COPY CARD"
push card
go to stack temp
doMenu "LAST"
doMenu "PASTE CARD"
set the name of this card to mipnom
put mipname into field "card_name"
put mipnom into field "MIP"
put cdate into field "card_date"
put mipname into field "ship_system"
put pub into field "pubs"
put config1 into field "config"
pop card
go to card "mip page 2 template" of this stack
doMenu "COPY CARD"
push card
go to stack temp
doMenu "LAST"
doMenu "PASTE CARD"
set the name of this card to mipnom & "-1"
put in_mrc into field mrc of this mip_inactive
put act_mrc into field mrc of this mip_active
put mrc_data into field data_mrc
put in_mrc_data into field in_data_mrc
put mipname into field "card_name"
put mipnom into field "MIP"
put test1 into field "test"
put mrc1 into field "MRC"
put descript into field "MRCdescript"
put p1 into field "period"
put r1 into field "rates"
put m1 into field "man"
put rel1 into field "reلمان"
pop card
put tapetest into tt
repeat forever
  push card
  go to card "file to stack" of stack "PMS Toolbox"
  show card field "number of MIPS"
  hide card field working
  show card field res
  show card field res1
  show card field mrcn
  show card field mrcm
  show card field back
  show card field mipm
  show card field "MIPnumber"
  show card field "MIP"
  show card field "numberm"
  show card field workingon
  put empty into card field res
  put empty into card field res1
  put the number of lines of field list into card field "numberm"
  put tt into card field res1
  if tapetest < 0 then
    put tapetest - 1 into tapetest
  end if

```

```

put tapetest into card field res
put MipNom into card field MIPNumber
unlock screen with Irls open
lock screen
pop card
repeat until ((char 3 to 5 of it = "MRC") or
(char 1 to 4 of it = "STOP"))
  read from file infile until return
end repeat
if ((char 1 to 4 of it = "STOP")) then
  exit repeat
end if
end if
put char 7 to 13 of it into MRC_number
go to stack templates
go to card "mrc card 1 template"
doMenu "COPY CARD"
go to stack temp
doMenu "LAST"
doMenu "PASTE CARD"
doMenu "PASTE CARD"
put 1 into field page_no
put "MIP" & MipNom & return into field data
put "LOG" & return after field data
put char 1 to 2 of MRC_number & char 3 to 6 of MRC_number &
put char 7 of MRC_number into name)
set the name of this card to name)
put char 61 to 73 of it into date number
repeat until ((char 4 to 14 of it = "SHIP SYSTEM") or
(char 4 to 9 of it = "SYSTEM") or (char 61 to 68 of
it = "MRC CODE"))
  read from file infile until return
end repeat
read from file infile until return
read from file infile until return
put char 62 to 65 of it into code
put char 69 to 71 of it into cycle
repeat until ((char 4 to 9 of it = "SYSTEM") or (char 33 to 41 of
it = "EQUIPMENT") or (char 61 to 65 of it = "DATES"))
  if char 3 of it <> " " then
    put char 3 to 29 of it & return after ship
  end if
  if char 33 of it <> " " then
    put char 33 to 57 of it & return after subsystem
  end if
  read from file infile until return
end repeat
read from file infile until return
read from file infile until return
put char 3 to 29 of it & return after system
put char 33 to 57 of it & return after equip
put char 72 to 74 of it into ratetemp
if ratetemp = "Var" or ratetemp = "les" then
  put char 61 to 66 of it & " " & return into rates
else
  put char 61 to 66 of it & char 70 to 74 of it & return into rates
end if
end if
read from file infile until return
end repeat
if (char 64 of it = "T") then
  read from file infile until return
  read from file infile until return
  if (MANhourstemp = "Var" or MANhourstemp = "les") then
    put -- into MANhours
  else
    put char 69 to 71 of it into MANhours
  end if
  read from file infile until return
  read from file infile until return
  put char 69 to 71 of it into elapsedtemp
  if (elapsedtemp = "Var" or elapsedtemp = "les") then
    put -- into elapsed
  else
    put char 69 to 71 of it into elapsed
  end if
  put empty into process
  repeat until (char 4 to 14 of it = "MAINTENANCE")
    read from file infile until return
  end repeat
  repeat while (char 4 to 9 of it <> "SAFETY")
    read from file infile until return
    if char 4 to 9 of it = "SAFETY" then
      exit repeat
    else
      if char 2 to 10 of it <> " " then
        put char 7 to 74 of it & return after process
      end if
    end if
  end repeat
  put MipName into field what_equipement
  put data_number into field date_edited
  put ship into field ship_system_field
  put subsystem into field subsystem_field
  put code into MIP
  put system into field system_field
  put equip into field equipment_field
  put rates into field rates_mh_field
  put process into field mc_description_field
  put manhours into field mh
  put elapsed into field elapsed
  put rates into field rates_mh_field
  put code into field mrcode
  put cycle into field periodicity
  repeat until (char 3 to 5 of it = "END")
    if char 3 to 5 of it = "END" then
      exit repeat
    else
      if char 4 to 21 of it = "SAFETY PRECAUTIONS" then
        put "-----"
      end if
    end if
  end repeat
  if char 3 of it <> " " then
    put char 3 to 29 of it & return after system
  end if

```



```

----- 6 return after procedurel
put char 2 to 78 of it 6 return after procedurel
put -----
----- 6 return after procedurel
else if char 4 to 15 of it - "TOOLS, PARTS" then
put -----
----- 6 return after procedurel
put char 2 to 78 of it 6 return after procedurel
put -----
----- 6 return after procedurel
else if (char 4 to 12 of it - "PROCEDURE") then
put -----
----- 6 return after procedurel
put char 2 to 78 of it 6 return after procedurel
put -----
----- 6 return after procedurel
else if char 4 to 9 of it - "TOOLS" then
put char 4 to 9 of it into char 5 to 10 of it
put "V" - into char 2 to 4 of it
put char 2 to 78 of it 6 return after procedurel
else if char 4 to 8 of it - "TEST" then
put char 4 to 8 of it into char 5 to 9 of it
put "V" - into char 2 to 4 of it
put char 2 to 78 of it 6 return after procedurel
else if (char 4 to 12 of it - "MATERIALS") then
put char 4 to 12 of it into char 5 to 14 of it
put "V" - into char 2 to 4 of it
put char 2 to 78 of it 6 return after procedurel
else if (char 4 to 16 of it - "MISCELLANEOUS") then
put char 4 to 16 of it into char 5 to 17 of it
put "V" - into char 2 to 4 of it
put char 2 to 78 of it 6 return after procedurel
else if (char 3 to 9 of it - "WARNING") then
put "V" - into char 1 of it
put char 1 to 78 of it 6 return after procedurel
else if (char 3 to 13 of it - "Preliminary") then
put char 3 to 13 of it into char 5 to 15 of it
put "V" - into char 2 to 4 of it
put char 2 to 78 of it 6 return after procedurel
else
put char 2 to 78 of it 6 return after procedurel
end if
end repeat
read from file infile until return
put -
put ----- 6 return after procedurel
----- 6 return after procedurel
put the number of lines of procedurel into proc_test
put proc_test div 300 into full_pages
put proc_test mod 300 into remaining_pages
if remaining_pages > 0 then
put full_pages + 1 into full_pages
end if
put 1 into first_line
put 300 into last_line
put (full_pages - 1) into count
put count 6 "0,0" into line 4 of field data
put "ARGOS" into line 5 of field data
put "MOVIE" into line 6 of field data
put 2 into page
put 1 into page_count
repeat for full_pages

```

```

go to card "misc card 2 template"
doMenu "COPY CARD"
go to stack temp
doMenu "LAST"
doMenu "PASTE CARD"
put MIPName into field what_equipment
set the name of this card to name1 6 "-" 6 page_count
put page into field page_no
put name1 into field HRCno
if last_line > proc_test then
put line first_line to proc_test of procedurel
into field procedure
else
put line first_line to last_line of procedurel
into field procedure
end if
put last_line + 1 into first_line
put last_line + 300 into last_line
put (page + 1) into page
put page_count + 1 into page_count
end repeat
put empty into procedurel
put empty into date_number
put empty into ship
put empty into subsystem
put empty into code
put empty into system
put empty into equip
put empty into rates
put empty into process
put empty into manhours
put empty into elapsedl
put empty into rates
put empty into code
put empty into cycle
put empty into HRC_number
put empty into name1
put empty into page_count
put empty into MIP
end repeat
close file infile
go to card "file to stack" of stack "PMS Toolbox"
put listtemp - 1 into listtemp
if listtemp < 0 then
show card field working
end if
hide card field test
hide card field testl
hide card field HRCn
hide card field HRCm
hide card field "MIPnumber"
hide card field workingon
unlock screen with iris open
put empty into testl
put empty into HRC1
put empty into descript
put empty into pl
put empty into rl
put empty into ml
put empty into rell
end repeat
show card field "the end"

```

```

push card
put the long time into datevar
convert datevar to dateitems
put - & item 4 of datevar & "/" & item 5 of datevar into datevar
go to stack "temp"
set the name of this stack to "New PMS" & the short date & datevar
domenu "First"
domenu "Delete Card"
domenu "Compact Stack"
pop card
unlock screen
lock screen
hide card field "the end"
hide card field working
hide card field "Mip"
hide card field back
hide card field Mipm
hide card field "number"
hide card field prompt
hide card field "number of MIPS"
unlock screen with iris open
beep 5
end mouseup

***** CARD #4, BUTTON #2: clear text files *****
on mouseup
  global hdttemp
  put empty into hdttemp
  put empty into card field hardpath
  put empty into field list
end mouseup

***** CARD #4, BUTTON #3: get path name *****
on mouseup
  global hdttemp
  put 0 into count
  put filename("TEXT") into hdttemp
  put the number of chars of hdttemp into temp
  repeat with j - temp down to 1
    if char j of hdttemp = "-" then
      put j into count
    exit repeat
  end if
end repeat
put char 1 to count of hdttemp into hdttemp
put hdttemp into card field hardpath
end mouseup

***** CARD #4, BUTTON #4: LOCK/UNLOCK *****
on mouseup
  set the locktext of field "mip list" to
  not (the locktext of field "mip list")
  set the locktext of card field "mip name" to
  not (the locktext of card field "mip name")
end mouseup

***** CARD #4, BUTTON #5: get text files *****
on mouseup
  global tftemp,hdttemp
  put 0 into count
  put filename("TEXT") into tftemp
  if tftemp is empty then
    exit mouseup
  end if

```

```

    put the number of chars of tftemp into temp
    repeat with j - temp down to 1
      if char j of tftemp = "-" then
        put j + 1 into count
      exit repeat
    end if
  end repeat
  put char 1 to count - 1 of tftemp into hdttemp
  put hdttemp into card field hardpath
  put char count to temp of tftemp into tftemp
  find tftemp in field list
  if the result = empty then
    beep
    exit mouseup
  else
    put tftemp & return after field list
  end if
end mouseup

***** CARD #4, BUTTON #6: print this fid_add_mip *****
on mouseup
  global TRANSFERED_DATA
  put empty into TEMP_TRANSFERED_DATA
  repeat with i - 1 to the number of lines of fid "MIP LIST"
    put line i of fid "MIP LIST" & "-" & line i of card
    fid "MIP NAME" & return after TEMP_TRANSFERED_DATA
  end repeat
  put "PRINTED ON: " & "-" & the date & "-" & the time & return
  & return into TRANSFERED_DATA
  put "MIP # NOMENCLATURE" & return & return after TRANSFERED_DATA
  put TEMP_TRANSFERED_DATA after TRANSFERED_DATA
  --set cursor to 4
  push card
  lock screen
  go to stack generic_fid_print
  send mouseup to bg button print_mip
  pop card
  unlock screen
  put empty into TRANSFERED_DATA
  end mouseup

***** CARD #5: empty_pms_db *****
on returnkey
  if the shiftkey is down then
    pass returnkey
  else
    show bg button "Working..."
    lock screen
    set the loc of msg to 22,-1500
    put msg into PRESERVE_PWD
    put empty into msg
    hide msg
    set the loc of msg to 22,100
    push card
    go to stack "password Stack"
    find PRESERVE_PWD in fid dwp
    if the result is not empty then
      deny access
      exit_returnkey
    else
      if fid bg_fid_position is not "Super User" then
        deny access
        exit_returnkey
      else

```

```

pop card
unlock screen
answer "This operation will delete the PMS db" with "Delete"
or "Cancel"
if it is "Delete" then
  answer "Sure...This is the last chance..." with "Proceed" or
  "Cancel"
  if it is "Proceed" then
    set cursor to 4
    lock screen
    go to card 8 of stack PMS
    repeat with i = 1 to the number of cards
      doMenu "Delete Card"
    end repeat
    doMenu "Compact Stack"
    pop card
    pop card
    unlock screen
  else
    pop card
    hide bg button "Working..."
    unlock screen
    exit returnkey
  end if
end if
else
  pop card
  hide bg button "Working..."
  unlock screen
  exit returnkey
end if
end if
end returnkey

on deny_access
pop card
hide bg button "Working..."
pop card
show button "Access denied !!!"
beep
unlock screen
wait 4 seconds
hide button "Access denied !!!"
end deny_access

***** CARD #5, BUTTON #1: del_pms_db *****
on mouseUp
  -- prompt the user to enter his password
  -- if the correct password is supplied, the event is sent to the
  -- card level to perform the operation.
  play "PASSWORD PLEASE"
  -- exit event
  end mouseUp

***** CARD #6, BUTTON #1: append *****
-- This function makes a list of all the MIP and MRC cards in the
-- PMS database.
on mouseUp
  -- preserve this card (toolbox card)
  push card
  -- set the cursor to wait
  set cursor to 4
  -- inform the user

```

```

show bg button "Working..."
-- suspend screen drawing to speed up execution
lock screen
-- prepare temporary variables
put empty into MIPS
put empty into MRCs
-- go to the PMS database
go to stack PMS
-- do it for all the MIP cards
repeat with i = 1 to the number of cards of bg "MIP-list page"
  -- get their name
  get fld MIP of card i of bg "MIP-list page"
  -- store it in the temporary container
  put it & return after MIPS
end repeat
-- do it now for all the MRC cards of the database
repeat with i = 1 to the number of cards of bg "MRC - list page."
  -- get their name
  get fld MRC of card i of bg "MRC - list page."
  -- store it in the temporary container
  put it & return after MRCs
end repeat
-- go back to the toolbox
pop card
-- remove the template card names
delete line 1 of MIPS
delete line 1 of MRCs
-- put the variables into the appropriate fields
put MIPS into card fld mip_numbers
put MRCs into card fld mrc_numbers
-- count the MIP cards
put the number of lines of card fld mip_numbers into
  Card fld total_mip
-- count the MRC cards
put the number of lines of card fld mrc_numbers into
  card fld total_mrc
-- set the flag to updated
put "YES" into card fld updated
-- restore the screen
hide bg button "Working..."
unlock screen
-- get users attention
play "MOZART"
-- exit event
end mouseUp

***** CARD #6, BUTTON #2: print_this_fld_add_mip *****
on mouseDown
  global TRANSFERED DATA
  put "MIP in PMS db" into popup
  get return & "MRC in PMS db" after popup
  get HPOpupMenuPopup.0,the mousev,the mouseH
  if it is not zero then
    put item 1 of it into theline
    if theline = 1 then
      put "card fld mip_numbers" into print_what
      put "MIP CARDS IN PMS DB" & return into temp_label
    end if
    if theline = 2 then
      put "card fld mrc_numbers" into print_what
      put "MRC CARDS IN PMS DB" & return into temp_label
    end if
    put "PRINTED ON:" & " " & the date & " " & the time & return
    & return into TRANSFERED DATA
  end mouseDown

```

```

put temp_label & return & return after TRANSFERRED DATA
set cursor to 4
push card
lock screen
go to stack genetic_fid_print
send mouseUp to bg button print_me
pop card
unlock screen
put empty into TRANSFERRED_DATA
end if
end mouseDown

```

---

SCRIPTS FOR STACK: Ship\_data

---

```

..... STACK SCRIPT .....
on closeStack
  if the freesize of this stack > 0.15 * the size of this stack then
    doMenu "Compact Stack"
  end if
end closeStack

function centered item to center, total_length
  -- returns into item_to_center, a string of length <total_length> with
  -- original item_to_center, centered in it.
  put trunc ((total_length - length(item_to_center)) / 2) into fill_beg
  repeat with i = 1 to fill_beg
    put " " before item_to_center
  end repeat
  repeat with i = 1 to (total_length - length(item_to_center))
    put " " after item_to_center
  end repeat
  return item_to_center
end centered

function left_justified item to left, total_length
  -- returns into item_to_left, a string of length <total_length> with
  -- original item_to_left, left justified in it.
  repeat with i = 1 to (total_length - length(item_to_left))
    put " " after item_to_left
  end repeat
  return item_to_left
end left_justified

..... BACKGROUND #1 .....

..... BRGND #1, BUTTON #3: LightHouse .....
on mouseUp
  go first
end mouseUp

..... BRGND #2, BUTTON #1: New Button .....
on mouseUp
  ask "Search for what?"
  if it is empty or it is "CANCEL" then
    exit mouseUp
  else
    put it into FIND_WHAT
    push card
    find FIND_WHAT
    if the result is not empty then
      beep
      answer "String not found"
      exit mouseUp
    end if
  end if
end mouseUp

..... BRGND #2, BUTTON #4: LightHouse .....
on mouseUp
  go to first card of stack PMS_driver
end mouseUp

..... BRGND #2, BUTTON #5: up .....
on mouseDown
  put the scroll of field MIP_no_resp into it
  subtract 100 from it
  if it < 0 then put 0 into it
  set the lockscreen to true
  set the scroll of field MIP_no_resp to it
  set the scroll of field nomenclature_resp to it
  set the scroll of field ID_resp to it
  set the scroll of field location_resp to it
  end mouseDown

..... BRGND #2, BUTTON #6: New Button .....
on mouseUp
  go first
end mouseUp

..... BRGND #2, BUTTON #7: go_top .....
on mouseDown
  set the lockscreen to true
  set the scroll of field MIP_no_resp to 0
  set the scroll of field nomenclature_resp to 0
  set the scroll of field ID_resp to 0
  set the scroll of field location_resp to 0
  set the lockscreen to false
  end mouseDown

..... BRGND #2, BUTTON #8: down .....
on mouseDown
  put the scroll of field MIP_no_resp into it
  add 100 to it
  set the lockscreen to true
  set the scroll of field MIP_no_resp to it
  set the scroll of field nomenclature_resp to it
  set the scroll of field ID_resp to it
  set the scroll of field location_resp to it
  set the lockscreen to false
  end mouseDown

..... BRGND #3, BUTTON #1: New Button .....
on mouseUp
  ask "Search for what?"
  if it is empty or it is "CANCEL" then
    exit mouseUp
  else
    put it into FIND_WHAT
    push card
    find FIND_WHAT
    if the result is not empty then
      beep
      answer "String not found"
      exit mouseUp
    end if
  end if
end mouseUp

```

```

beep
answer "String not found"
exit mouseUp
end if
end if
end mouseUp

..... BRGND #2, BUTTON #4: LightHouse .....
on mouseUp
  go to first card of stack PMS_driver
end mouseUp

..... BRGND #2, BUTTON #5: up .....
on mouseDown
  put the scroll of field MIP_no_resp into it
  subtract 100 from it
  if it < 0 then put 0 into it
  set the lockscreen to true
  set the scroll of field MIP_no_resp to it
  set the scroll of field nomenclature_resp to it
  set the scroll of field ID_resp to it
  set the scroll of field location_resp to it
  end mouseDown

..... BRGND #2, BUTTON #6: New Button .....
on mouseUp
  go first
end mouseUp

..... BRGND #2, BUTTON #7: go_top .....
on mouseDown
  set the lockscreen to true
  set the scroll of field MIP_no_resp to 0
  set the scroll of field nomenclature_resp to 0
  set the scroll of field ID_resp to 0
  set the scroll of field location_resp to 0
  set the lockscreen to false
  end mouseDown

..... BRGND #2, BUTTON #8: down .....
on mouseDown
  put the scroll of field MIP_no_resp into it
  add 100 to it
  set the lockscreen to true
  set the scroll of field MIP_no_resp to it
  set the scroll of field nomenclature_resp to it
  set the scroll of field ID_resp to it
  set the scroll of field location_resp to it
  set the lockscreen to false
  end mouseDown

..... BRGND #3, BUTTON #1: New Button .....
on mouseUp
  ask "Search for what?"
  if it is empty or it is "CANCEL" then
    exit mouseUp
  else
    put it into FIND_WHAT
    push card
    find FIND_WHAT
    if the result is not empty then
      beep
      answer "String not found"
      exit mouseUp
    end if
  end if
end mouseUp

```



```

        end if
        end if
        end mouseUp

        ..... BKGND #3, BUTTON #3: New Button .....
        on mouseUp
        global TRANSFERED_DATA
        set cursor to 4
        put "PRINTED ON:" &" " & the date &" " & the time & return
        & return & return into TRANSFERED_DATA
        put "Personnel available today for Work Center : " && fld WC_personnel into temp
        put centered(temp,82)
        & return & return & return after TRANSFERED_DATA
        put " " Name Rank Speciality Code Position"
        & return & return after TRANSFERED_DATA
        repeat with i = 1 to the number of lines of fld ship_data_name
            put centered(line i of fld ship_data_name,26)
            & centered(line i of fld ship_data_rank,12)
            & centered(line i of fld ship_data_spec_code,20)
            & line i of fld ship_data_position & return after TRANSFERED_DATA
        end repeat
        push card
        lock screen
        go to stack generic fld print
        send mouseUp to bg button print_me
        pop card
        unlock screen
        put empty into TRANSFERED_DATA
        end mouseUp

        ..... BKGND #3, BUTTON #4: LightHouse .....
        on mouseUp
        go to first card of stack PMS_driver
        end mouseUp

        ..... BKGND #3, BUTTON #5: up .....
        on mouseDown
        put the scroll of field ship_data_name into lt
        subtract 100 from lt
        if lt < 0 then put 0 into lt
        set the lockscreen to true
        set the scroll of field ship_data_name to lt
        set the scroll of field ship_data_rank to lt
        set the scroll of field ship_data_spec_code to lt
        set the scroll of field ship_data_position to lt
        end mouseDown

        ..... BKGND #3, BUTTON #6: New Button .....
        on mouseUp
        go first
        end mouseUp

        ..... BKGND #3, BUTTON #7: go_top .....
        on mouseDown
        set the lockscreen to true
        set the scroll of field ship_data_name to 0
        set the scroll of field ship_data_rank to 0
        set the scroll of field ship_data_spec_code to 0
        set the scroll of field ship_data_position to 0
        set the lockscreen to false
        end mouseDown

        ..... BKGND #3, BUTTON #8: down .....
        on mouseDown

```

```

        put the scroll of field ship_data_name into lt
        add 100 to lt
        set the lockscreen to true
        set the scroll of field ship_data_name to lt
        set the scroll of field ship_data_rank to lt
        set the scroll of field ship_data_spec_code to lt
        set the scroll of field ship_data_position to lt
        set the lockscreen to false
        end mouseDown

        ..... CARD #1, BUTTON #1: active .....
        on mouseUp
        hide me
        show card button inactive
        end mouseUp

        ..... CARD #1, BUTTON #2: inactive .....
        on mouseUp
        hide me
        show card button active
        end mouseUp

SCRIPTS FOR STACK: spot_check

        ..... STACK SCRIPT .....
        on openstack
        if the freesize of this stack > 0.15 * the size of this stack then
            doMenu "Compact Stack"
        end if
        end openstack

```

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